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r/pathofexile • 3 mo. ago

8008135-69



At level 60 and in Act 3 Cruel, I feel like I'm already done with my character.

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I made a Lightning Crossbow Deadeye and I'm deleting monsters. Bosses I can kill pretty fast too.

Looking at the passive tree, the only thing left for me are % increases to my damage (just different flavors of it). My best ability is Galvanic Shot and none of the level 3 support gems actually help my build (inflicting Shock for a massive damage boost).

In other words, I've already experienced the peak of this character build. At best I might kill things slightly faster (since it takes me 1 or less seconds to kill a screen of mobs) or I'll just kill things slower as monsters get harder. There are no support gems or passive tree nodes that will make any change to the way I play my character.

Is this normal for a PoE build? With the way people spoke about PoE before PoE2, I was expecting to run into some wacky modifiers that would change my playstyle or build but I've been playing the exact same way since about level 30.



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Well i haven't still reached endgame but I know for a fact that the acts are sort of a tutorial to the endgame, so you still have a long way to go with your character. I don't know if there are any weird/fun interactions at the endgame but loot and gameplay is suppose to be more engaging



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[Reply](#)**Lazy-Temperature-698** • 3mo ago

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same way since about level 30.

No and this is one of the biggest differences between the games, and one of the major reasons why poe 1 players are unhappy with the direction of poe 2.

Edit: to clarify, it is normal in poe 2 and not in poe 1.

↑ 2 ↓ [Reply](#) ...



shppy • 3mo ago • Edited 3mo ago

Well, in poe1 you would get to the endgame and eventually start farming for or crafting your own high-tier gear. And there's some pretty badass stuff you can get that comes from crafting gear in the endgame, be it straight damage/defense or actual build-changing/enabling stuff. Not to mention there's plenty of uniques that only become available at high level that can be build-defining. And there's the atlas tree so that you can farm whatever kind of content you'd like, and what kinda content you farm can lead to changing your character around quite a bit, as well as keeping your interactions with the game fresh even if you don't change the build itself.

In poe2? Dunno. Crafting was shanked and left in a gutter, so that part of continuing to develop your character is out the window, gotta just rely on lucky drops or trading. Not sure about uniques yet, i'm sure there'll be some build-changing stuff, but probably nowhere near as much as poe1's got ofc. And poe2's not exactly swimming in league content or agency over your farming endgame yet, so that's gonna feel a bit shallow.

So yeah. poe2's probably gonna feel pretty repetitive and unchanging as you get into mapping. Some of that's because of its relative youth and lack of content, some of it's because of design decisions. The former would change in time, but it could potentially take years for enough league content to be added to even hold a candle to poe1's atlas tree. The latter... well, that's kinda on the devs to decide. If they're hard-nosed about allowing crafting into the game, that end of it's probably gonna stay feeling stale.

↑ 2 ↓ [Reply](#) ...



Wonderful-Struggle-5 • 3mo ago

Well even in poe1 the actual gameplay feel of a character comes online as soon as you equip basic gear and skills. If i am a lightning archer, i will shoot lightning arrows from start to the end. What changes is the efficiency of your char per content. Ok you shred current campaign areas but can you do pinnacle bosses for example? The reason to continue, would be to see all content that is available right now, and maybe farm for alts, some would even say craft but there is not much crafting right now, very basic stuff only. The moment you are bored with a build, reroll. (if you like the game). I have lots of builds in poe 1 at level 75-80 because i got bored quickly with their playstyle

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[r/PathOfExile2](#) • 2 mo. ago

Finally! After Almost 100h I managed to get to cruel Act 1

651 upvotes · 282 comments

[r/PathOfExile2](#) • 20 days ago

The SSF Experience at level 60

343 upvotes · 135 comments

[r/PathOfExile2](#) • 3 mo. ago

I'm almost level 80. And I've given up on trying to get my third.

4.2K upvotes · 927 comments

[r/PathOfExile2](#) • 3 mo. ago

I just finished Act 1 (normal) as a level 51 pathfinder, thinking I was in cruel and a god, AMA

1.7K upvotes · 140 comments

[r/pathofexile](#) • 3 mo. ago

Doryani farm act 6 (act 3 cruel) - POE2

2 upvotes · 8 comments

[r/pathofexile](#) • 2 mo. ago

Struggling with Cruel difficulty

11 comments

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r/pathofexile • 1 mo. ago

levelling up my character

22 comments



r/pathofexile • 3 mo. ago

! SPOILER

Beware of an act 3 boss that traps you in an area and is an insane difficulty spike .

41 upvotes · 68 comments



r/PathOfExile2 • 3 mo. ago

So Ive had this since Act 2....



943 upvotes · 257 comments



r/pathofexile • 3 mo. ago

I'm done before finishing act 3.

1.8K upvotes · 779 comments



r/pathofexile • 3 mo. ago

Path Of Exile 2 Act 3 Performance?

4 upvotes · 10 comments



r/pathofexile • 3 mo. ago

PoE2 - Questions for People In Act 3+

2 upvotes · 21 comments



r/pathofexile • 3 mo. ago

Made it to Cruel in PoE2. Anyone else dislike the zone sizes?

216 upvotes · 65 comments



r/pathofexile • 3 mo. ago

My issues with PoE2 (after finishing act3)

14 upvotes · 14 comments



r/PathOfExile2 • 2 mo. ago

Exclusively playing SSF, and after multiple characters...

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Reason why I'm finishing the campaign ASAP



1.1K upvotes · 39 comments

 r/pathofexile • 19 days ago

Event starts today, and I suffer from build Paralysis...

10 upvotes · 31 comments

 r/pathofexile • 17 days ago

I haven't had such fun in this event since Legacy league

8 comments

 r/PathOfExile2 • 26 days ago

I leveled all my Alts to level 90 with the same build in less than 10 hours (build included)

138 upvotes · 78 comments

 r/pathofexile • 3 mo. ago

Will I have to start with a new character with every new act/season?

19 comments

 r/pathofexile • 19 days ago

Baited in act 1...



114 upvotes · 8 comments

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Muscle memory keeps almost deleting my characters



846 upvotes · 50 comments

 r/pathofexile • 18 days ago

Just played until level 33 first ascendancy to realize I joined wrong league

963 upvotes · 73 comments



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