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r/PathOfExile2 • 3 mo. ago

Butsicles



## POE 2, Patch 0.2.0 Guide to Recombinators, Part 1: Foundations and how to reverse engineer every mod weight in Path of Exile

**Information**

TLDR: The new recombinator allows us to reverse engineer all item weight mods which have been hidden in the POE 2 game files thus far. There are some nuances in how you should select your mods in the recombinator to maximize your chances.

### Summary

1. Base selection is not 50/50 (it's likely tied to mod weights)
2. When trying to transfer a high tier (presumably low weight) mod from a bad base to a good base, you are highly likely to fail the transfer and pick the bad base again. (Formula for approximate odds below, Section 5)

3. Best selection for combination based on base. (Note: Formula and modification are based on the formula below)

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1.1K

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Batrudinov • 3mo ago

Mfw when I tap on this post and it scrolls for 15 seconds



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i came all the way here to find no tldr... *adds an extra waypoint*

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**WolverineFun9416** • 3mo ago

and here i was just looking for a shitpost while taking a dump :/

👏 bravo

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**pikpikcarrotmon** • 3mo ago

Instead you got an info dump while taking a shit

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**SeeThroughSkin** • 3mo ago

Still sane, Exile?

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**Entropy2352** • 3mo ago

So this is what they mean when they say learning PoE is like getting a career degree.

Jokes aside thx for the info

↑ 66 ↓ ○ Reply ...

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**prototypemax** • 3mo ago

Did this on all ready base that I've collected (1 full tab of helms). Only picking 2mods so around 23-34ish%, with maybe 1-2 at 12%. Only 2 succeeded. Feels like a big scam for me, never toughing it again.

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**Yaboywatts** • 3mo ago

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coltjen • 3mo ago

Props to you for doing all this work. Though, I think a lot of us tried the system once or twice, immediately lost items, and gave up on it.

I do apologize for being blunt, but I'd actually rather watch paint dry than farm bases to recomb stuff to help this project. There's no fun in finding specifics of crafting weights for a system that isn't accessible by crafting. If the recomb system was interesting and powerful, I imagine this would get a lot more traction.

Good luck!

91 Reply ...



Butsicles OP • 3mo ago

Ya I agree. As is right now, the recombinator doesn't have as many levers to pull in path. I think the only valuable use case is with fractured items, where it can become quite powerful if you use lower-tier modifiers for a 3-mod item.

That aside, I think getting the fundamental modifier values **will** be important once more crafting is in the game. It currently isn't nearly as much because the only real way you have to add modifiers is through exalts/augs.

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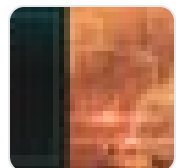
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Can't play PoE 1 anymore due to this game

435 upvotes · 598 comments



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Path of Exile 2 was supposed to be the game that allowed you to pick a skill and make it work.

344 upvotes · 50 comments