Following your advice, I picked Buffer for my analysis method. Obviously, Buffer on desktop GIS is far more complicated with a wealth of more options. In Turf Buffer has only a few options while the desktop allows you to buffer within a buffer using negative buffer distance which is an interesting option.

The most interesting thing is its random decision on defaults. For the prop unit it defaults to kilometers, which I thought was interesting. One of its best features is it being easily used in a Leaflet map, which is far easier along than GIS, along with not promoting ArcGIS in your own personal work. Also JS is very geojson heavy while ArcPro can have other options to have to share the data.

I think the biggest take away is obviously that tools that I am familiar with that is used in ArcPro can always be found in other way for example Turf.