**Time for a Rework?**

Hello everyone, welcome back to my blog. Today we will be talking about the crafting system in Diablo 4 and how this system both infuriates some players and delights others. We will also be talking about how we could possibly rework this system to be more player friendly and be more attractive to a wider audience of players.

Let’s start with how the crafting system in Diablo 4 works. This system is supposed to allow you to add 2 new affixes to your gear that normally cannot be obtained in the wild. For those wondering what and affix is, it is a single line of stats on your items. For example, If I found an item with plus strength, plus health and health per second, each of those would be a separate affix. Now in order to gain these special affixes from this system the player has to select a group of affixes that contains one that they are looking for from one of the six categories. You may only have one affix from each category and each item will determine which of these categories are available for that item. Pretty confusing and complex already, right? Well here comes the “fun” part, within the group of affixes you chose in a category there are 3 possible affixes you can get. These other choices are usual something that would be not helpful for your build, but you have the possibility to get them. So not you get to “roll” and see which of those affixes you get. At base level you get to reroll this choice 5 times, but it can be increased to 8 times. Now say you didn’t get the affix you wanted; well, the journey ends here, the item is garbage, and you throw it on the pile of broken dreams. Back to grinding for a another. Now if you did get the affix, you wanted you now check the next random roll, the affix range. Every affix you get on and item has a minimum and maximum value and these differentiate wildly. If the roll you got was “good enough” then you get to go through that whole process again to add the second affix and if it fails, you throw it away with the first success you had.

Now if the thought of how that works makes you wonder why people do this to themselves, well you are not alone as I feel this is quite a punishing system that all hinges your time on gambling your gambling. So many level of randomness to get through where the odds are not in your favour. How would I fix this? Well, I feel that the first level of randomness is just too punishing to fail on. You should not have a pool of three different affixes to roll from as this is where you could completely destroy your item that you spent all your precious time farming for. The randomness that is ok is the affix range as in most cases, if you get the correct affixes then the item is still useable and how good you affix range rolls are, become just the icing on the cake. This allows you to still have a system where players can try to optimize their pieces without the huge pitfall of wasting large amount of time farming an item to just throw away.

In the next blog post Ill be taking about Path of Exiles incredibly complicated crafting system and why some people feel it’s the best system out there and why some players avoid the entire game because of it. Until next time, stay safe and keep gaming.

