**Time for a Rework**

Hello everyone, welcome back to my blog. Today we will be talking about the crafting system in Path of Exile. This system is quite infamous among ARPG players as many say you need a University Degree to understand the system, meaning this system could be its own 5-year course at a university. Let’s dive in and see what this system has for us!

In order to explain this system, the base knowledge you must have, is that every Item you can make can have a specific number of affixes. Affixes are the stat lines on the items themselves. These are further divided into prefixes and suffixes. Prefixes are the top stat lines and suffixes are the bottom stat lines. An uncommon blue item can have one prefix and one suffix whereas the next rarity level, rare, can have 3 prefixes and 3 suffixes. Rare items are the level at which players create some of the strongest items in the game.

Now that this is established you will need to know which prefixes and suffixes can roll on the item you are trying to create. This is where my first real gripe comes with this system, but it is more to do with the lack of information presented to the player than the system itself. The information is found on a website called poedb.tw and it will give you all the information you need to start your crafting process, but it may also completely overload the play and cause a mental shutdown. Here is what that table with information will look like :

A screenshot of a computer

AI-generated content may be incorrect.

Poedb.tw/us/Bows#ModifiersCalc

If you are not overwhelmed or confused yet, ill just let you know that’s only 1/10 of the whole table, but for simplicity’s sake we will not worry about those today. Now that you know which prefixes and suffixes drop on your item, in this case it is a bow, you can then click on each stat line and find out what level your item needs to be for that stat line to roll on your item. Ah yes, items have levels too, and the item level corresponds with the level of the enemy that drops the item. Let’s say when we have the item we want with an appropriate level for the affixes and suffixes we want, you can then roll the item. There are many steps involved with this and at any point you could get a bad roll that could be extremely costly to fix or downright wreck the item and have you send it to the scrap heap.

When I first started playing Path of Exile, I enjoyed this system as I had plenty of time to fiddle with it and encounter moments that felt incredibly rewarding when I made something very strong. The problem is the average player may never feel this feeling as they do not possess the time needed to acquire all the resources and then spend many hours researching and learning how the system works. I feel this could be improved by giving the player more control over the affixes they can have roll on their item and left the quality of those affixes up to the RNG gods. Less items will be completely scrapped and the elite player that wants to farm out every single stat increase can still do that without the average player being so heavily punished for the elite players’ enjoyment.

In next week’s blog we will be talking about Warframe and all my favourite warframe that have been forgotten due to power creep. We will discuss how to bring them up to par with the new frames and keep them in a state where the power creep won’t affect them as much as they can scale with it. Until next time, stay safe and keep gaming.

