

POE 2 - WHAT WE KNOW (SOURCE: DREAMCORE LOL)

(?) = NOT 100% SURE

IMPORTANT GENERAL CHANGES

HITS

- NO LONGER ATTACKS AND SPELLS, JUST HITS
- EVADE AND BLOCK ETC WILL WORK AGAINST BOTH ATTACKS AND SPELLS AS THEY ARE BOTH CONSIDERED HITS

IN POE 2

- NOT ALL HITS CAN BE EVADED/BLOCKED/ETC AS THEY ARE EITHER GROUND EFFECTS OR TELEGRAPHED AOE
- (THINK SHAPER SLAM)

YOU CAN NO LONGER PENETRATE BELOW 0% RESISTANCE (BUT YOU CAN BRING A MOB BELOW 0% RESISTANCE STILL)

CONVERSION

- CONVERSION FORGETS ITS OLD STATE (IE: 50% PHYS AND 50% COLD, ONLY PHYS DAMAGE WILL APPLY TO PHYS PORTION AND COLD DAMAGE TO COLD ETC) (?)MIGHT ALSO APPLY TO THINGS LIKE IRON REFLEXES

GEMS

- 9 TOTAL SKILL GEMS BY DEFAULT
- CAN HAVE EXTRA VIA ASCENDANCIES OR GEAR
- UP TO 5 SUPPORT GEMS PER SKILL GEM

LEVEL SCALING

- +12 LIFE PER LEVEL
- +4 MANA PER LEVEL

SPIRIT FOR RESERVATION EFFECTS

- BASE 0
- GAINED FROM GEAR (IE: SCEPTRES/SOUL CORES/ETC)
- GAINED FROM QUEST REWARDS
- 30 PER ACT, 180 BASE BY ENDGAME

ATTRIBUTES

- STRENGTH
 - +2 TO MAXIMUM LIFE
- INTELLIGENCE
 - +2 TO MAXIMUM MANA
- DEXTERITY
 - +5 ACCURACY

- GEMS HAVE BASE ATTRIBUTE REQUIREMENTS AND SUPPORT GEMS WILL ADD TO ATTRIBUTE REQUIREMENTS (IE: FIREBALL MIGHT HAVE 10 INT REQUIRED AND ADDING ONE COMBUSTION SUPPORT MIGHT ADD 5 INT)
- GEAR HAS NORMAL ATTRIBUTE REQUIREMENTS LIKE POE1
- YOU CAN PICK +5 STR/DEX/INT ON TRAVEL NODES INSTEAD OF IT JUST BEING ONE SPECIFIC ATTRIBUTE

OFFENCE

- ACCURACY
- DROPS OFF FROM DISTANCE TO ENEMY (INHERENT DEBUFF TO RANGED ATTACKS)
- AILMENTS
- ELEMENTAL AILMENT CHANCE IS NOW BASED ON THE DAMAGE DEALT BY THE HIT WHICH APPLIES IT, CRITICAL STRIKES NO LONGER GUARANTEE APPLYING AILMENTS
- BLEED AND POISON CHANCE WORK LIKE NORMAL (BASED OFF FLAT % CHANCE OFF GEAR/SKILLS/PASSIVES) (?)
- SHOCK IS 30% MORE DAMAGE (FIXED AMOUNT)
- DAMAGE WITH AILMENT IS NOW BASED OFF THE HIT (MEANING CRITICAL STRIKES THAT HIT HARDER WILL MAKE YOUR BASE AILMENT DAMAGE HIGHER)
- NEW STAT CALLED "MAGNITUDE" THAT IS BASICALLY DOT MULTI XDD
- POISON NO LONGER STACKS BY DEFAULT (BUT THERE ARE NODES TO INCREASE STACKS AT THE COST OF DURATION)
- CHILL CAN GO UP TO 50% BUT NOT SURE IF IT IS LOWER ON BOSSES (MAYBE HALF?) (?)

DEFENCE

- ARMOR
- WORKS SIMILARLY TO POE1 BUT WE DON'T KNOW FORMULA YET
- EVASION
- (?)
- ENERGY SHIELD
- RECHARGE RATE 12.5% PER SECOND (33% IN POE1)
- RECHARGE DELAY 4 SECONDS (2 SECONDS IN POE1)
- BLEED BYPASSES ENERGY SHIELD BUT MUST DEAL DAMAGE TO LIFE TO APPLY AILMENT (IE: CI IS IMMUNE TO BLEED)
- POISON BYPASSES ENERGY SHIELD BUT IS ALSO CHAOS DAMAGE SO CI IS STILL IMMUNE
- CHAOS DAMAGE NO LONGER BYPASSES ENERGY SHIELD, INSTEAD DOES DOUBLE DAMAGE TO ENERGY SHIELD
- BLOCK

- ACTIVE BLOCK: GRANTED FROM RAISE SHIELD IMPLICIT FOUND ON ARMOR(?) AND ARMOR HYBRID(?) SHIELD BASES, CAN BE USED TO
 - RAISE YOUR SHIELD TO BLOCK DIRECTIONAL DAMAGE FROM HITS
- ACTIVE BLOCK HAS A STAGGER OR STAMINA BAR MECHANIC (BLOCK X HITS = BREAKS BLOCK) BASED OFF STUN THRESHOLD, WHEN IT BREAKS YOU WILL BE STUNNED(?)
- PASSIVE BLOCK ALSO EXISTS, AND IS NOT DIRECTIONAL BUT ALSO HAS THE SAME LIMITATION ON WHAT IT CAN BLOCK (IE: NOT TELEGRAPHED AOE/GROUND EFFECTS)
- OVERFLOW (CAPPED AT TWICE YOUR POOL) WILL GIVE YOU INCREASED TEMPORARY RESOURCE CAP
- BLOODMAGE ASCENDANCY, WAKING DREAM ASCENDANCY, UNIQUE CHEST, ETC

- RECOVERY
- LEECH
 - DAMAGE X LEECH % ON CHAR X LEECH RESIST ON MOBS = LEECH AMOUNT OVER 1 SECOND BASE DURATION
- ZEALOTS OATH
 - MANA REGEN IS NOW 4% OF MANA (UP FROM 1.8% IN POE1)
- RESISTANCES
 - 10% PENALTY PER ACT (-60% TOTAL)
- FLASKS AND CHARMS
 - 2 FLASKS, 1 DEDICATED LIFE AND 1 DEDICATED MANA
 - 1-3 CHARM SLOTS DEPENDING ON BELT
 - CHARMS ROLL FOR EFFECT REMOVAL (REMOVE FREEZE,ETC)
 - CAN ROLL CHARGE GENERATION FOR SUSTAIN DURING BOSS FIGHTS
- RUNES AND SOUL CORE
 - SAME FUNCTION, DIFFERENT ACQUISITION AND MOD POOL (SOUL CORES = ULTIMATUM, RUNES = WORLD DROP)
 - CANNOT REMOVE THEM FROM GEAR, DON'T KNOW IF WE CAN OVERWRITE

AILMENTS

- CHARMS ARE MAIN WAY TO DEAL WITH AILMENTS
- MIGHT BE SOME WAYS TO DEAL WITH IT ON PASSIVE TREE (NEW STAT CALLED AILMENT THRESHOLD FOR PLAYERS)