INFORMATION FOR PATH OF EXILE WEBSITE (CSS PROJECT)

Path of Exile is an online Action RPG set in the dark fantasy world of Wraeclast. It is designed around a strong online item economy, deep character customisation, competitive PvP and ladder races. The game is completely free and will never be "pay to win".

The World of Wraeclast

Wraeclast is a dark, brutal continent. Scarred by mysterious catastrophes of the past and inhabited by creatures of nightmare, the very environment challenges exiles who dare explore it.

We're sick of the recent trend towards bright, cartoony RPGs. The art style we chose for Path of Exile is dark, gritty and realistic. Wraeclast is terrifying, and we've tried hard to do it justice.

In Path of Exile, replayability is key. All world areas including outdoors ones are instanced for your party and randomly generated, right down to the magic properties of the monsters that dwell in them and the treasure they guard.

## Skill Gem System

Action RPGs have always been about two things: devastating skills and valuable items. Skills in Path of Exile *are* items - gems that grant abilities when socketed into equipment. A wide range of support gems allow the behaviour of skills to be modified. You can augment your Fireball to chain from enemy to enemy or split into multiple flaming projectiles. Up to five support gems can affect a skill at any time. Because gems level up independently and some are hard to find, they can be very valuable in trade.

## Passive Skill Tree

All of Path of Exile's character classes share its vast passive skill tree. Starting at one of seven distinct locations dictated by their chosen class, players can focus on the core specialities of their class or travel across the tree to build complex combinations of skills from various disciplines. Scattered across the tree are Keystone passives that drastically alter the way a character is played. *Resolute Technique* removes your ability to get critical strikes, but also prevents enemies evading your attacks. *Necromantic Aegis* grants the properties of your shield to your minions rather than to you. Craftable Jewels allow you to dynamically modify the tree itself, adding custom properties or influencing the effects of nearby passive skills.

## Item System

Path of Exile is completely designed around items. Any game systems that can be itemised with random properties have been. Our flasks are persistent items that have mods. Our end-game areas can be found as Map items that have mods altering their challenges and rewards. We've gone as far as removing gold as a currency and basing our trade economy around orbs that can randomly reroll the properties of other items. We have carefully constructed our item system for veterans of the best Action RPGs.

## Leagues and Events

One of the things that's most fun about playing a competitive online Action RPG is taking part in a levelling race on a fresh server. In Path of Exile, we wanted to capture this feeling without constantly resetting our main economy, so we've created a set of race leagues that are run frequently as separate game worlds with their own ladders and economies.

In addition to regular races, leagues can substantially modify the game rules. In an Ancestral league, ancient totems exist alongside groups of monsters, augmenting their abilities. In Turbo leagues, monsters move and attack 60% faster than normal.

Varying in duration from one hour to several months, players can enter these leagues to show off their mastery of the game and compete to win valuable prizes.

CHARACTERS:

Marauder: The Marauder is Path of Exile's pure strength class, which means that he's great at taking hits, and even better at dishing out punishment. His melee skills encompass a wide range of assault, from massive single target damage to devastating area of effect. This brute of a man bolsters his impressive physical arsenal with a variety of shouts and cries, skills that rally his allies and strike terror into the hearts of his enemies. The equipment associated with the Marauder's strength are Casques, Plate Mail, Gauntlets, Greaves, and Tower Shields.

Duelist: The Duelist is Path of Exile's strength/dexterity hybrid class, making him unmatched at dealing and avoiding damage. He can effectively use a shield, but is equally comfortable slashing away with a powerful two-hander or fighting with weapons in both hands. His powerful arms can draw the strings of the heaviest and most lethal longbows. His highly honed reflexes give him a cat-like ability to dodge and parry incoming attacks, be they arrows or axe swings. The Duelist is a daunting foe, and his reputation as a ruthless killer is well deserved. The equipment associated with the Duelist's strength and dexterity are Helmets, Scale/Bridagines/Doublets/Lamellar, Scale Gauntlets, Scale Boots, and Round Shields.

Ranger: The Ranger is Path of Exile's pure dexterity class, which befits her slim and graceful appearance. She is agile and fast, darting in and out of combat to deliver vicious critical strikes that often fell her enemies in a single blow. Her natural quickness grants her a profound ability to avoid damage, and she tends to garb herself in light leathers and cloth. She has tremendous proficiency with ranged weapons, but she is as lethal as any man on the battlefield with a sword. The equipment associated with the Ranger's dexterity are Caps/Hoods, Leather/Garbs/Tunics, Hide Gloves, Hide Boots, and Bucklers.

Shadow: The Shadow is Path of Exile's dexterity/intelligence hybrid class. He prefers to use fast-hitting weapons such as daggers or claws to dart in and out of battle, while laying traps or remote mines and controlling the flow of combat. He makes surgical use of offensive spells while dodging attacks, always outmaneuvering his opponents. The Shadow is one of the more difficult classes to play due to his fragility, but he more than makes up for it if handled with skill. His hit-and-run style of combat makes the most of his natural evasion and energy shield, and rewards strategic coordination of attacks, spells, and traps. The armors associated with the Shadow's dexterity and intelligence are Masks, Jackets/Coats/Raiments/Garbs, Mitts, Boots, and Spiked Shields.

Witch: The Witch is Path of Exile's pure intelligence class, making her an unmatched master of the elemental and dark arts. She wields the power of raw magic to decimate her foes from a distance. Her tremendous will surrounds her with a shimmering barrier against physical and magical attacks, a barrier that must first be pierced before the Witch herself is vulnerable. In addition to pure damage-based magic, the Witch can also cripple and kill her enemies with curses and diseases. She is a leery friend, and a dangerous enemy. The armours associated with the Witch's intelligence are circlets, robes, fabric gloves, slippers/boots, and spirit shields.

Templar: The Templar is Path of Exile's strength/intelligence hybrid class, a perfect balance of brawn and wits. He is a skillful fighter, trained in an array of weapons, from the sharpest cutlass to the heaviest two-handed mace. He's also comfortable wielding a shield, either for additional protection or as a deadly bludgeon. In combat, this pious warrior is expert at augmenting his substantial offense with a wide range of magical abilities. The Templar is also adept at taking punishment, and he's happy to be up at the front lines, serving as a martyr and champion for his ranged companions. The armors associated with the Templar's strength and intelligence are Chainmail Coifs/Helmets, Chainmail/Ringmail, Mesh/Chain Gloves, Mesh/Chain Boots, and Kite Shields.

Scion: The daughter of corrupt nobles, the Scion was exiled to Wraeclast for killing her husband on their wedding night. She is aligned with all three core attributes - strength, dexterity and intelligence, which places her in the center of the passive skill tree. This unique position allows her to develop into almost any type of character build, while lacking the dedicated specialisation that the other six classes offer. Because of her high learning curve, she's initially unavailable to new players. The player must rescue the Scion, who can be found in the final area of Act 3, just before the fight with the final boss of this act. Killing the boss is not required to free the Scion. This can be done on Normal Difficulty (in any league) to unlock her as an accessible character. Her starting skill is Spectral Throw inventory icon.pngSpectral Throw. She is not associated with any particular armor type, and may end up focusing on any of the various types depending on your build choices and passive/attribute choices on the skill tree.