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Nov 19, 2025, 11:53:57 PMThe Uber Boss Kill Event for Keepers of the Flame is ending soon, and while the top 5 prizes have already been claimed on PC, there is still time to join and earn a guaranteed Mystery Box. In the meantime, check out some highlights in this news post. You don't have any downloads available Your browser doesn't support modern Javascript. This is Path of Exile's passive skill tree. It is a vast web of 1325 skills that provide passive bonuses to your character. Each time you level up or complete certain quests, you can allocate a skill and explore deeper into the tree. All character classes share the same tree, but start at different locations that are aligned with their primary specialties. You're able to either focus on improving your core abilities or travel across the tree to allocate exotic skills that your class normally wouldn't have access to. Alongside the regular passive skills are Notable and Keystone passives. Notables have slightly larger icons, specific names and larger effects. They help guide players to build their characters on a macro level, allowing them to see at a glance what a cluster of passives skills does by examining its Notable passive. Keystone passives, however, fundamentally change the way a character is played by altering the game rules. They usually have one positive effect and one negative effect. For example, Necromantic Aegis takes away the properties of your shield, granting them to your minions instead of to you. If you want to adjust your passive build during gameplay, there are Passive Skill Refund points available from quests or relatively rare items in the game that can be found or traded for. Fixing mistakes with a character build or improving small-medium sized aspects is relatively easy, but our intention is that players who want to try substantially divergent character builds are encouraged to play a new character through the game, organically leveling it up rather than just respeccing into it. This page allows you to experiment with character builds by planning their passive skill trees. Once you're done planning a build, you can show other players by giving them the link that is generated below. We recommend using this page in Full Screen mode (press F). Early Access Announcements Path of Exile 2 Early Access News and Game Status updates Threads:12151 Posts:25940 Rhanoss#0585 Patch Notes for updates in Path of Exile 2 Threads:8707 Posts:20312 Lughsan#3708 For any feedback relating to Path of Exile 2 in Early Access Threads:46493 Posts:239673 Dxt44#4050 For discussion of character builds in Path of Exile 2 Threads:1450 Posts:11680 Mystheria#4633 For any Bug Reports relating to Path of Exile 2 in Early Access Threads:81782 Posts:202452 KBoris#0865 Discussion relating to Path of Exile 2 that has no other appropriate index Threads:10102 Posts:51117 Direfell#7544 For any Trading in Path of Exile 2 Threads:1083 Posts:3130 SmilinSloth#7924 1–5 1–5 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 instantiated for your party and randomly generated, right down to the magic properties of the monsters that dwell in them and the treasure they guard. [Collapse] Early Access Announcements Path of Exile 2 Early Access News and Game Status updates Threads:12151 Posts:25940 Rhanoss#0585 Patch Notes for updates in Path of Exile 2 Threads:8707 Posts:20312 Lughsan#3708 For any feedback relating to Path of Exile 2 in Early Access Threads:46493 Posts:239673 Dxt44#4050 For discussion of character builds in Path of Exile 2 Threads:1450 Posts:11680 Mystheria#4633 For any Bug Reports relating to Path of Exile 2 in Early Access Threads:81782 Posts:202452 KBoris#0865 Discussion relating to Path of Exile 2 that has no other appropriate index Threads:10102 Posts:51117 Direfell#7544 For any Trading in Path of Exile 2 Threads:1083 Posts:3130 SmilinSloth#7924

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