

# Meta Overview 3.16 Week 1

Ascendancy choices  
Skills  
Defensive Archetypes

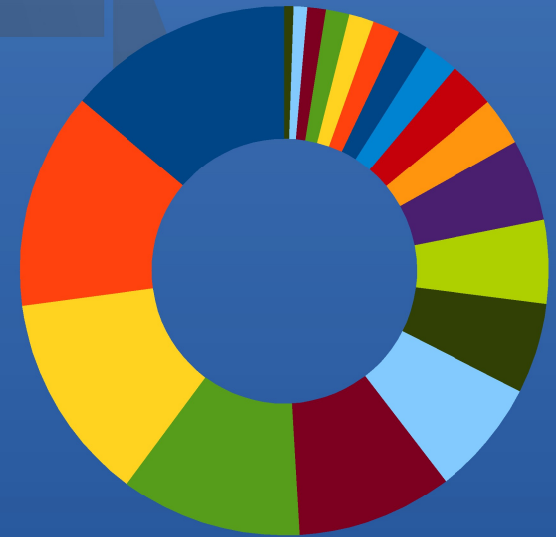
# Methodology

- GGG publish 'the ladder' – a list of the top 15000 characters by XP.
- This also contains the top 15000 by solo delve depth (which overlaps a lot)
- Combined, these give an overview of the most successful build archetypes
- Website poe.ninja scrapes this data
- Also available for the hard modes (HC, SSF, HCSSF)
- Harder game modes do sharply constrain what successful builds look like
- Note! Some small % of players mess around with their builds for a laugh.

Rank	Account	Character	Class	Level	Experience	Depth	Depth (Solo)
14921	Oussi	Eitoteemeita	Necromancer	93	2555670410	163	163
14922	gorillajuce	Gorillajemapella	Champion	93	2555598300		
14923	Nishtai	NoodleChampagne	Champion	93	2555567485	106	106
14924	BollwerkHau	BossForYou	Berserker	93	2555546949	10	0
14925	merinator	DawidDuraDosSemanas	Gladiator	93	2555542654	111	111
14926	Vitamindmilk	SupportsDiedForThis	Occultist	93	2555495769	124	124
14927	TheGrandRodya	EdgeFieldDweller	Champion	93	2555486689	143	143
14928	ciraxispoe	Ciraxis_Scourge	Saboteur	93	2555484518	115	115
14929	tp6y3m4	POE_GreatAgain_Martin	Necromancer	93	2555441887		
14930	yafunka95	PadrePirla	Inquisitor	93	2555431379	105	0
14931	Trötie	Phystrapto	Saboteur	93	2555384241	139	139
14932	Ruuch	Hiero_Fantti	Hierophant	93	2555372096	150	150
14933	MemoeIa	memsora	Raider	93	2555276017	110	0
14934	furyzy	RatInMyHouse	Occultist	93	2555202078	131	131
14935	뮤토스	통통불불	Hierophant	93	2555201009	132	132
14936	JIMDAN	Sevos	Necromancer	93	2555189111	111	111
14937	Livsarn	toxicmetaspelare	Pathfinder	93	2555142712		
14938	StrayYoshi	Azn	Pathfinder	93	2555127015	66	0
14939	yesmylorde	yesmylorde_scourge	Raider	93	2555077835		
14940	i4ex	ToxicBecauseAurasNerfed	Ascendant	93	2555021721	88	0

# Ascendancy Spread

- No Ascendancy truly towers over all the others. Contrast 3.7 with 49% Slayer.
- However, there is a clear 5-4-10 split. 5 excellent Ascendancies, 4 mid tier, 10 niche/bad.
- HC: Champion and Inquisitor rise a lot, at the expense of most others
- SSF: Champion and Pathfinder rise at the expense of most others
- HC SSF combines both effects. Champion goes to the moon.
- As expected, harder game modes allow less versatility. But also there's the SSF factor – many builds are highly dependent upon specific uniques. Many players may not start rolling a Saboteur unless they are confident they can acquire Cold Iron Point or happen to have one from their first character.



Ascendancy	Number	Top Build		
Champ	2837	Toxic Rain		
Sab	2709	Phys Trapper		
Occ	2606	DOT (all types)		
Necro	2261	Skeletons		
Raider	1946	TR, Lightning Strike		
Glad	1445	Corrupting Fever		
Pathfinder	1125	Poisonous Concoction		
Inquisitor	1042	RF		
Berserker	1026	General's Cry		
Deadeye	600	Lightning Arrow		
Elementalist	582	Combat golems		
Hiero	436	Freeze Pulse Totems		
Assassin	387	COC-Ice Nova, selfcast Spark		
Slayer	335	Pure phys cyclone		
Ascendant	311	Exsanguinate selfcast		
Guardian	294	Minions (HoAg, Dom Blow, HoP)		
Chieftain	228	Strength Stacking Totems		
Jugg	173	Lightning Strike, Boneshatter		
Trickster	111	Chaos DOT (Essence Drain or Toxic Rain)		

# Ascendancy Spread

- This is a better spread than any 2020 league, but worse than 3.15 or 3.14 had.
- Some of the unpopular ascendancies will improve over time as they scale more with gear. Ascendant is a great example.
- However this league has a number of Ascendancies that just seem bad or outclassed by others. Assassin, Trickster and Guardian in particular are doing poorly in all game modes (SC/HC, trade/SSF) and continue to do poorly when you restrict to higher level players (who typically have more resources).
- We'll see if the Assassin moves up when Awakened Cast On Crit is more available.



# Defensive Style Viability

- It's quite hard to separate these from each other now! Was a lot clearer prior to the 3.16 defense overhaul.
- This is because poe.ninja doesn't track rares, nor evasion nor armor.
- 25% of characters use Grace and not Determination. 19% Determination and not Grace. 18% both, 38% neither.
- Discipline is much less used (13%). Interestingly, there is basically no difference in Grace/Determination usage among people using Discipline
- Molten Shell is the most popular Guard skill. Immortal Call and Steelskin are behind, but not by a lot.
- Ghost Dance is the most popular keystone on the tree, rewarding ES characters for a minor investment into evasion. Magebane, Zealot's Oath and Divine Shield see meaningful use. Chaos Innoculation is out of favour (5%), as are GB and MOM (4%).
- Iron Reflexes is very unpopular despite being good (2%).

# Defences

- Fundamentally we see a shift away from the biggest effective life pools and toward a mitigation focus.
- Armor and evasion have become more popular, ES less.
- Endurance charge nodes on the tree mostly unpopular (Enduring Composure cluster jewel 7%, +1 endurance charge passives seeing very little use)
- HC note: Determination/Molten Shell package much more popular. HC players love their armor. Even more so in HC SSF.
- Important note: Lots of this is still being worked out.

# Skills

- Toxic Rain isn't exactly dominant, but does very very very well.
- As does the phys trapper archetype. Both were builds that escaped the nerf bat.
- Spectre players moved over to skeletons.

Toxic Rain	3072	Direct or ballista	Champ, Raider
Exsanguinate/Seismic	2472	Mostly traps	Sabo, 2 skill build
Skeletons	1328	Minion	Necro
Tornado Shot/Corrupt Fever	1132	TS applies Corrupting Fev	Glad
Poisonous Concoction	1113	Direct attack	Pathfinder
Lightning Strike	839	Direct. Uses Vaal LS too	Raider/Berserk
General's Cry	622	Direct attack	Berserk
Righteous Fire	604	DOT	Inquisitor
Bane	579	DOT	Occult
Cyclone Attack	575	Direct attack	Slayer/Champ
Caustic Arrow	524	Direct attack	Qcc/Raider
Essence Drain	515	DOT	Occult
Cyclone Cast On Crit	494	Spell Hit	Qcc/Inquis/Ass
Other	6585		

