

Bone King Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Bone Crown	32/35/30/30	20/22/18/28	16/10/12/20	0	65	1.7	360
	Bone King Robe	71/77/68/68	45/50/41/63	36/23/28/45	0	65	3.8	600
	Bone King Cuffs	35/39/34/34	23/25/20/31	18/12/14/22	0	65	1.9	420
	Bone King Skirt	54/59/52/52	34/38/31/48	28/18/21/34	0	65	2.9	480
Total	192/210/184/184	122/135/10/170	98/63/75/121	0	-	10.3	1,860	
Full Upgrade Total	288/314/277/277	184/203/164/255	148/94/114/182	0	-	10.3	1,860	
Location	Purchased from Titc hy Gre n after defeating the Skeleton Lord s.							

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Description

Bone Crown

Skeleton Lord Crown.
High dark defense.
The Old Iron King led his best men on Undead hunts, but their memories were purged in rebirth.

Bone King Robe

Skeleton Lord robe.
High dark defense.
The very men who were ordered to hunt down the Undead were themselves hollowed, and founded a kingdom of bone.

Bone King Cuffs

Skeleton Lord cuffs.
High dark defense.
The very men who were ordered to hunt down the Undead were themselves hollowed, and founded a kingdom of bone.

Bone King Skirt

Skeleton Lord skirt.
High dark defense.
The very men who were ordered to hunt down the Undead were themselves hollowed, and founded a kingdom of bone.

Upgrades

Requires Twinkling Titanite.

Key

Physical Defense:	<p>The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type.</p> <p>The physical stats for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is base Physical DEF• X is defense vs. striking attacks• Y is defense vs. slashing attacks• Z is is defense vs. thrusting attacks
Elemental Defense:	<p>The Elemental Defense attribute dictates how resilient the piece of armor is to a certain elemental damage type.</p> <p>The magical stats for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is defense vs. magic attacks• X is defense vs. fire attacks• Y is defense vs. lightning attacks• Z is defense vs. dark attacks
Resistance:	<p>The Resistance dictate how resilient the piece of armor is to status ailments.</p> <p>The properties for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is resistance vs. poison• X is resistance vs. bleed• Y is resistance vs. petrification• Z is resistance vs. Hollowing curse
Poise:	<p>Dictates how resilient the piece of armor is to hitstun. A higher poise gives a greater chance that the player will not be interrupted or staggered when hit.</p>
Durability:	<p>The durability of the armor. The effectiveness of the armor will severely deteriorate when the durability falls below a certain threshold, and the armor will become unusable and need to be repaired by a blacksmith once it reaches 0. Durability deterioration that does not reach 0 will be automatically repaired upon resting at a bonfire.</p>
Weight:	<p>The weight of the piece of armor. Note that equipping over certain amounts of your equip burden may alter movement and roll speed, as well as other factors when playing the game.</p>

Attribute Requirements:	<p>Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements.</p> <p>The required attributes are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z is the Faith required
Physical DEF Bonus:	<p>The influence of the character's Physical DEF stat on the effectiveness of armor worn.</p> <p>The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.</p>

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