

Forlorn Set

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Description

Hood of the Forlorn

Hood of the Forlorn, who wander the land of the Undead. Born of Aldia's obsession with the First sin, the Forlorn lost both their corporeal form and a world to call their own. Now they drift into other worlds, ever in search of a home. But without self, one has neither beginning nor end, and so the Forlorn have only to wander.

Armor of the Forlorn

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Gauntlets of the Forlorn

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Leggings of the Forlorn

Leggings of the Forlorn, who wander the land of the Undead. Born of Aldia's obsession with the First sin, the Forlorn lost both their corporeal form and a world to call their own. Now they drift into other worlds, ever in search of a home. But without self, one has neither beginning nor end, and so the Forlorn have only to wander.

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Hood of the Forlorn	34/36/32/32	20/19/25/22	27/14/0/0	0	40	1.1	360
	Armor of the Forlorn	176/166/188/176	28/34/24/46	50/39/0/0	22	80	11.3	900
	Gauntlets of the Forlorn	88/81/92/87	14/17/12/23	26/19/0/0	9	75	5.5	630
	Leggings of the Forlorn	100/94/107/100	14/18/12/24	26/20/0/0	11	75	6.2	720
Total	398/377/419/395	76/88/73/115	129/92/0/0	42	-	24.1	0	
Fully Upgraded Total	495/469/507/492	111/112/91/171	191/135/0/0	42	-	24.1	0	
Location	Sold by Strid of Olaphis.							

Notes

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:

The influence of the character's Physical DEF stat on the effectiveness of armor worn.
The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.

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