

Penal Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Penal Mask	65/59/73/60	27/33/17/30	10/15/21/41	5	120	5.1	700
	Penal Straightjacket	75/77/77/70	31/39/28/35	12/9/25/32	0	55	6.2	820
	Penal Handcuffs	55/57/57/50	21/35/19/25	11/9/22/9	0	55	4.8	6800
	Penal Skirt	68/70/70/63	28/35/26/32	11/9/22/9	0	55	4.8	750
Total	263/263/277/253	107/142/90/131/22	44/42/90/131	5	285	20.9	2950	
Full Upgrade Total	394/395/415/365	161/214/134/181	65/62/137/198	-	-	-	-	
Location	Can be purchased from Maughlin the Armourer in Majula after the Lost Sinner has been defeated.							

+ show full armor image - hide

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Description

Penal Mask

Mask of the Lost Sinner.
Increases equip load.
The spikes pointing inward suggests that this was not only used to blind prisoners, but to torture them as well.
Effect: Raises equipment load

Penal Straightjacket

Straightjacket of the Lost Sinner
A tightly cinched belt presses against the waist.
By now, no one knows who this was used to punish, or for what reason.

Penal Handcuffs

Hand restraints of the Lost Sinner.
Increases power of pyromancy.
A device used to restrict use of the hands.
By now, no one knows who this was used to punish, or for what reason.
Effect: Raises power of pyromancies

Penal Skirt

Skirt worn by the Lost Sinner.
A tattered skirt that the guilty wear in shame.
By now, no one knows who this was used to punish, or for what reason.

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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