

Ruin Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Soul Selling
	Ruin Helm	53/48/57/54	12/14/8/12	7/17/22/0	8	105	4.0	800
	Ruin Armor	139/126/150/142	33/37/22/33	20/44/57/0	18	105	10.5	800
	Ruin Gauntlets	82/75/88/84	19/22/13/19	12/26/34/0	10	105	6.2	800
	Ruin Leggings	82/75/88/84	19/22/13/19	12/26/34/0	12	105	6.2	800
Total	356/324/388/364	83/95/56/83	51/113/147/0	48	-	26.9	3200	
Full Upgrade Total	535/485/576/546	126/140/86/26	74/169/221/0	48	-	26.9	3200	
Location	Drop from Ruin Sentinels in Drangleic Castle.							

+ show full armor image - hide

+ show description - hide description

Description

Ruin Helm

Helmet worn by the jailer's creation, the Ruin Sentinel. The sentinel has no form, its soul residing within the armor itself. Stare at it for long and its seems ready to spring to life, but surely, such is an illusion.

Ruin Armor

Armor worn by the jailer's creation, the Ruin Sentinel. The sentinel has no form, its soul residing within the armor itself. Stare at it for long and its seems ready to spring to life, but surely, such is an illusion.

Ruin Gauntlets

Gauntlets worn by the jailer's creation, the Ruin Sentinel. The sentinel has no form, its soul residing within the armor itself. Stare at it for long and its seems ready to spring to life, but surely, such is an illusion.

Ruin Leggings

Leggings worn by the jailer's creation, the Ruin Sentinel. The sentinel has no form, its soul residing within the armor itself. Stare at it for long and its seems ready to spring to life, but surely, such is an illusion.

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>

Revision #1
Created 17 December 2024 07:13:52 by jade
Updated 17 December 2024 07:13:52 by jade