

Syan's Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Syan's Helm	61/55/65/63	12/16/7/12	7/22/0/0	10	85	6.2	500
	Syan's Armor	137/123/146/139	26/35/15/26	16/45/0/0	23	85	13.8	500
	Syan's Gauntlets	52/46/55/52	10/13/6/10	6/17/0/0	9	85	5.2	500
	Syan's Leggings	70/63/75/72	14/18/8/14	8/23/0/0	12	85	7.1	500
Total	320/287/341/326	62/82/36/62	37/107/0/0	54	-	32.3	2000	
Full Upgrade Total	640/575/682/652	124/165/73/124	73/213/0/0	54	-	32.3	2000	
Location	Royal Guard and Warring Pole Phantom drop.							

- + show full armor image - hide
- + show description - hide description

Description

Syan's Helm

Replica of the helmet of the loyal knight Syan. This solidly-crafted helm offers high defense. Sir Syan was widely known as the kingdom's most leal knight, and when the Giants invaded, he volunteered to lead the advance party, but was slaughtered most dishonorably. The King commissioned replicas of Syan's accoutrements and bestowed them to promising knights, but not long after they donned the armor did they go thoroughly mad.

Syan's Armor

Replica of the armor of the loyal knight Syan. This solidly-crafted gear offers high defense. Sir Syan was widely known as the kingdom's most leal knight, and when the Giants invaded, he volunteered to lead the advance party, but was slaughtered most dishonorably. The King commissioned replicas of Syan's accoutrements and bestowed them to promising knights, but not long after they donned the armor did they go thoroughly mad.

Syan's Gauntlets

Replica of the gauntlets of the loyal knight Syan. This solidly-crafted gear offers high defense. Sir Syan was widely known as the kingdom's most leal knight, and when the Giants invaded, he volunteered to lead the advance party, but was slaughtered most dishonorably. The King commissioned replicas of Syan's accoutrements and bestowed them to promising knights, but not long after they donned the armor did they go thoroughly mad.

Syan's Leggings

Replica of the leggings of the loyal knight Syan. This solidly-crafted gear offers high defense. Sir Syan was widely known as the kingdom's most leal knight, and when the Giants invaded, he volunteered to lead the advance party, but was slaughtered most dishonorably. The King commissioned replicas of Syan's accoutrements and bestowed them to promising knights, but not long after they donned the armor did they go thoroughly mad.

Upgrades

Requires 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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