

Armures

Endgame Extended Weapon Arsenal

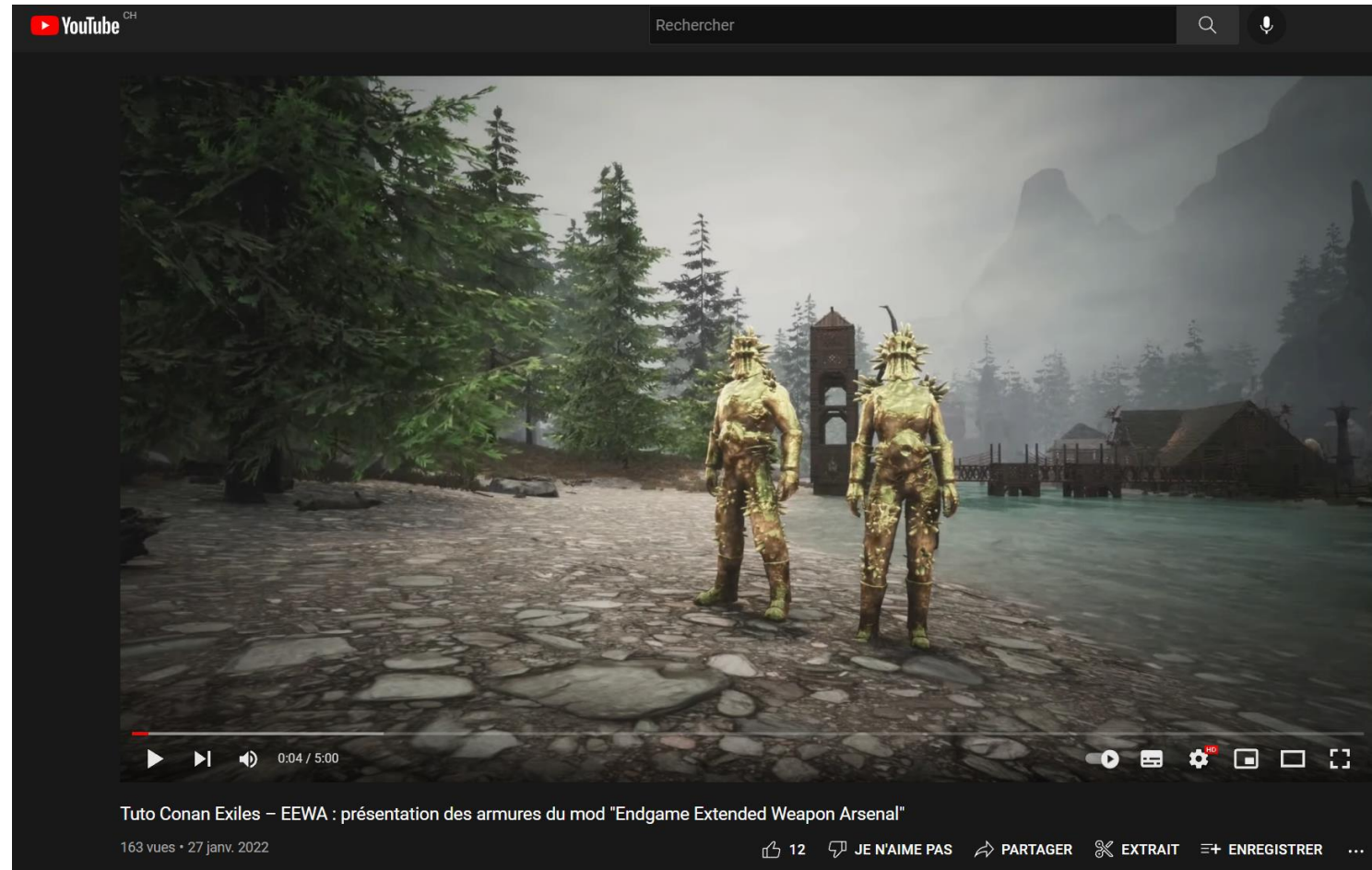
EEWA

Les statistiques et caractéristiques peuvent changer au fil du temps, en fonction des mises à jour du mod.

Etat au 28.01.2022

www.youtube.com/c/ConanExilesTuto

Complément à la vidéo de présentation youtu.be/m9pswEnZr5M



Crystalbreaker

+10 de cran



100/100 248 / 248 100/100
130 / 130

Armure 1 348
Poids de l'armure Lourde

MOVEMENT SPEED
Movement Speed increased by 8% and prevents cripple.
You gain 1 health every 0,4 seconds.

TORSE
MAINS
JAMBES
CHAUSSURES

Scourgebreaker

+10 d'agilité



100/100

248 / 248

100 / 100

100/100

Armure 1 552

Poids de l'armure Lourde

RETURNS 18% OF MELEE DAMAGE OR 34% OF RANGED DAMAGE TO ATTACKERS

TORSE

MAINS

JAMBES

PIEDS

The image shows a screenshot of a game's armor interface. At the top, there are two circular icons: a green one with a white drop and a white one with a green drop, both labeled '100/100'. Below these are two horizontal bars: a red one showing '248 / 248' and a yellow one showing '100 / 100'. The main section displays the armor's name 'Scourgebreaker' (implied by the title), its type 'Armure' with a value of '1 552', and its weight 'Poids de l'armure' as 'Lourde'. A central 3D model of the armor is shown with a tooltip that reads 'RETURNS 18% OF MELEE DAMAGE OR 34% OF RANGED DAMAGE TO ATTACKERS'. To the left of the 3D model are five icons representing the armor pieces: 'TORSO', 'MAINS', 'JAMBES', and 'PIEDS'. The armor is dark purple with thorn-like protrusions.

Icebreaker

+30 de vitalité



100/100 100/100

316 / 608
100 / 100

Armure 2 714
Poids de l'armure Lourde








Movement Speed decreased by 20% and prevents
cripple.
Increased vitality by 30. Bonus 800 armor.



Bloodbreaker

A screenshot of the game's inventory menu showing the Bloodbreaker outfit. The outfit is displayed on a character model. The menu includes a health bar (268 / 398) and a stamina bar (100 / 100). The outfit is labeled "Armure" and "Poids de l'armure: 2 170 Lourde". The outfit is shown in a list on the left, with icons for the head, torso, main body, and boots. A red hand icon and the text "0 damage stored. Equip weapon to release." are visible over the character model.

100/100 268 / 398 100 / 100 100/100

Armure 2 170
Poids de l'armure Lourde

0 damage stored. Equip weapon to release.

Meruvian Expedition

+15 d'agilité



100/100

248 / 248

100 / 100

100/100

Armure 923

Poids de l'armure Légère

HEAD

TORSE

MAINS

JEANS

PIEDS

A screenshot of a game's equipment menu. At the top, there are two circular icons representing health and mana, both at 100/100. Below them are two horizontal bars showing 248 / 248 (red) and 100 / 100 (yellow). The menu displays the character's armor (Armure) as 923 and the armor weight (Poids de l'armure) as 'Légère'. On the right, a character model is shown wearing the selected gear. On the left, there are five slots for equipment: HEAD, TORSE, MAINS, JEANS, and PIEDS, each with a small icon of the item.

Meruvian Sentry

+10 de précision



100/100 248 / 248 100 / 100 100/100

Armure 803
Poids de l'armure Légère

- Headpiece
- Necklaces
- Arms
- Legs
- Feet

Council avec Plated Helmet

+5 de force, +14 de vitalité, +25 d'encombrement



100/100 248 / 416 100 / 100

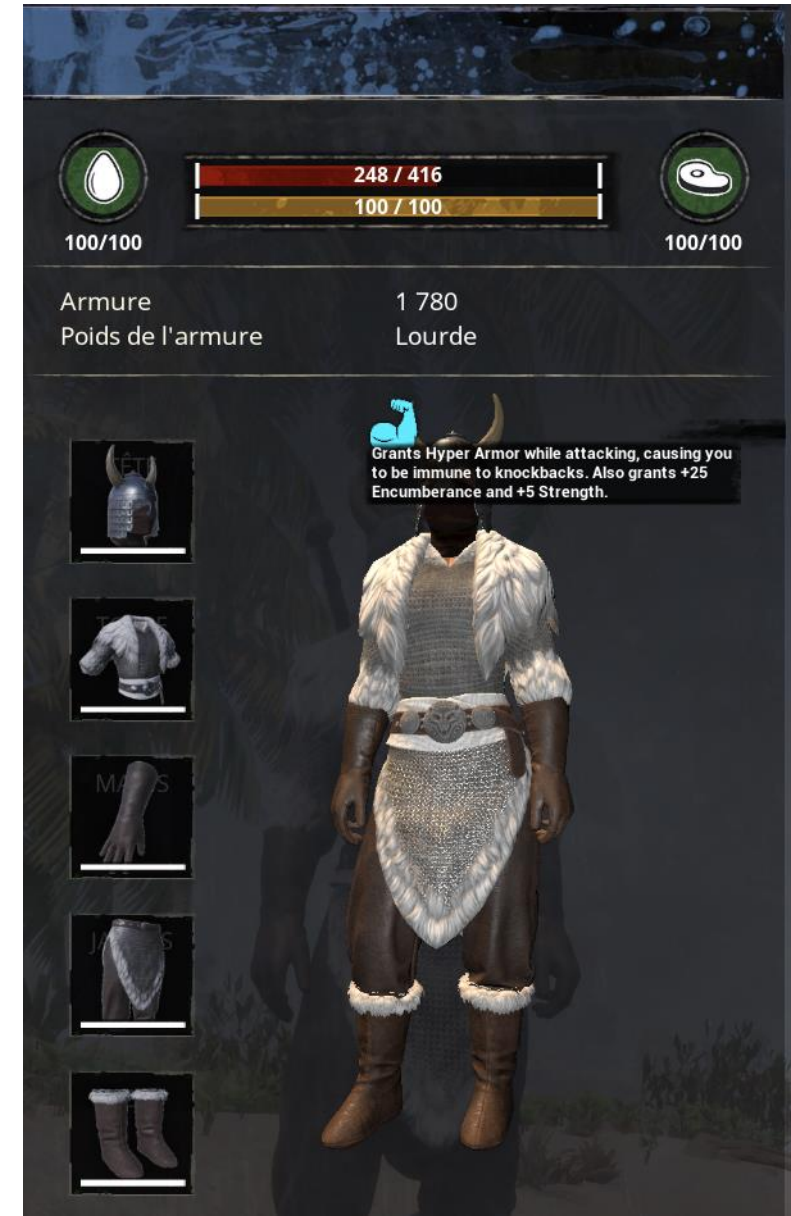
Armure 1 780
Poids de l'armure Lourde

Grants Hyper Armor while attacking, causing you to be immune to knockbacks. Also grants +25 Encumbrance and +5 Strength.

The interface shows a character's status. At the top, there are two circular icons: a green one with a white drop and a yellow one with a white drop, both labeled '100/100'. Below these are two horizontal bars: a red one showing '248 / 416' and a yellow one showing '100 / 100'. Underneath, it says 'Armure 1 780' and 'Poids de l'armure Lourde'. On the right, there is a blue icon of a muscular arm and a text box describing the 'Hyper Armor' effect. On the left, there are five equipment slots: a helmet slot (highlighted), a tunic slot, a glove slot, a skirt slot, and a boot slot. On the right, a full-body view of the character is shown wearing the selected equipment.

Council avec Horned Helmet

+11 de force, +8 de vitalité, +25 d'encombrement



Council avec Paced Helmet

+5 de force, +8 de vitalité, +6 de cran,
+25 d'encombrement



Council avec Fur Cap

+5 de force, +6 d'agilité, +8 de vitalité,
+25 d'encombrement



Hemoglob

+12 de vitalité

A screenshot of the Hemoglob armor set in a game's inventory or equipment screen. The screen shows the armor's stats and a preview of the character wearing it.

100/100

248 / 482

100 / 100

100/100

Armure 906

Poids de l'armure Intermédiaire

TÊTE

TORSE

MAINS

PIEDS

Shadow Legion

+10 de force



100/100 248 / 248 100 / 100

100/100

Armure 1 690
Poids de l'armure Lourde

MAIN

JAMBES

The screenshot shows the armor set in a game interface. At the top, there are two circular icons representing health and mana, both at 100/100. Below them are two horizontal bars showing 248 / 248 (red) and 100 / 100 (yellow). The armor set is displayed in the center, with a list of items on the left: a helmet, a chest piece, a gauntlet labeled 'MAIN', a leg piece labeled 'JAMBES', and a pair of boots. The armor set is labeled 'Armure 1 690' and 'Poids de l'armure Lourde'.

Cimmerian Bear Shaman



100/100 100/100

248 / 248
100 / 100

Armure 666
Poids de l'armure Légère

TÊTE

MAINS

POUSSES

A smaller version of the character model is shown in the equipment menu, standing on a dark platform. The menu includes icons for head, chest, hands, and feet.

Silent Legion Oblivion

+10 de vitalité



100/100 248 / 368 100 / 100

Armure 1 475
Poids de l'armure Lourde

HEAD
TORSO
MANTLES
JAWLINGS
FEET

A screenshot of the game's inventory screen. It shows the character's stats and equipment. The character is wearing a dark, horned helmet and armor. The stats are: 100/100 (Health), 248 / 368 (Stamina), and 100 / 100 (Mana). The armor is 1 475 and is categorized as 'Lourde' (Heavy). The equipment list includes: HEAD, TORSO, MANTLES, JAWLINGS, and FEET.