

# Equipment

Find out about equipment slots, wear and tear, repairs, best in slot...

- [Equipment slots](#)
- [Wear and tear & repairs](#)
- [Best in slot](#)
- [Progression](#)
- [Gear categories](#)
  - [Armour](#)
  - [Weapons](#)

# Equipment slots

## Equipment slots from the current alpha

The announcement video of Pax Dei offered a glimpse of the interface depicting the then current equipment slots:



Slot	Count	Notes
Helmet	1	
Shoulder	1	
Chest	3	Likely allowing a combination of breastplate, chain mail and inner clothing.
Braces	1	
Gloves	1	
Legs	2	Likely allowing a combination of leg armour and inner clothing
Boots	1	(we really need a second "feet"-slot for socks, this would be a USP for Pax Dei! ;-) )

Earring	1	
Cape	1	
Necklace	1	
Bracelets	2	
Rings	3	
Weapon(s)	?	Currently unclear how weapon slots will work

# Wear and tear & repairs

## Wear and tear

In Pax Dei, a wear and tear-system for gear will be in place, including a highly detailed visual representation of your gear's current state. Dents, scratches and rust will



## Repairability

As with the crafting of the gear, repairs will also be performed by **players**.

Current information suggests that there will be a **cost** to repair gear and that at some point it will make more sense to **retire** said gear.

Based on this, one could wonder if repair-costs for a specific piece of gear will increase for each subsequent repair action.

# Best in slot

Developers have stated that there isn't a best gear per se. Depending on the task at hand, you may want to adapt your equipment to fit the challenge.

With the information bits we have in regards to [wear and tear as well as repairability](#) of gear, it stands to reason that one would not necessarily run the "best" gear anyways in order to save the precious items for when they really matter/shine.

# Progression

## Tiers

At this point, tiered gear seems likely and was mentioned by the developers.



It was also stated though, while **every piece of gear can be equipped right away**, your **efficiency** of using it will be key.

## Acquiring gear

Available information indicates that the best gear will be sourced from crafting. According to the following developer quote, gear may also drop:

...Compared to most games, we plan to invert the value of loot vs player crafted items. We want to see the players creating the best and most valuable items in the game...

# Gear categories

Find information about available gear categories and pieces



Gear categories

# Armour

Gear categories

# Weapons