W3EE 5.02, Redux 1.0

All stats Grandmaster level

Cat Armor:
720 Armor
30% Base Resist
-5% Stamina
-5% Speed
+25 Dodge Angle
+25% Movement Efficiency

Cat Steel:
+30% Flank Power
+15% Injury Chance
+15% Armor Piercing
+15% Critical Chance
+15% Stun Chance
-15% Attack Power
-25% Poise Damage
-15% Sign Intensity

Cat Silver:
+30% Flank Power
+15% Injury Chance
+15% Attack Speed
+15% Bleed Chance
+15% Adrenaline
-15% Attack Power
-25% Poise Damage
-15% Sign Intensity

Griffin Armor:
1620 Armor
50% Base Resist
-15% Stamina
-17.5% Speed
+50% Vigor Regen

+10% Ethereal Resist

Griffin Steel:
+150 Ethereal Damage
+15% Sign Intensity
+15% Adrenaline
+15% Stamina (Defense)
-15% Armor Piercing
-15% Attack Speed
-15% Stamina (Offense)

Griffin Silver:
+100 Ethereal Damage
+25% Sign Intensity
+15% Stun Chance
+15% Yrden Intensity
-15% Armor Piercing
-15% Attack Speed
-15% Stamina (Offense)

Bear Armor:
1800 Armor
60% Base Resist
-20% Stamina
-20% Speed
+25 Poise
+25% Injury Resist

Bear Steel:
+15% Armor Piercing
+50% Poise Damage
+15% Attack Power
+15% Stamina (Defense)
+30% Counter Damage
-15% Attack Speed
-15% Flank Power
-15% Stamina (Movement)

Bear Silver:
+15% Armor Piercing
+50% Poise Damage
+150 Shock Damage
+30% Damage Through Blocks
+15% Quen Intensity
-15% Attack Speed
-15% Flank Damage
-15% Stamina (Movement)

Wolf Armor:
1070 Armor
40% Base Resist
-7.5% Stamina
-12.5% Speed
+50% Adrenaline
+50% Bleed Resist

Wolf Steel:
+25% Stamina (Offense)
+15% Bleed Chance
+15% Attack Power
+15% Attack Speed
-25% Vigor Regen
-15% Armor Piercing

Wolf Silver:
+15% Stamina (Offense)
+15% Bleed Chance
+15% Frost Chance
+150 Frost Damage
+15% Aard Intensity
-25% Vigor Regen
-15% Armor Piercing

Viper Armor:
1090 Armor
45% Base Resist

-15% Stamina
-7.5% Speed
+15 Vitality Regen
+50% Poison Resist

Viper Steel:
+250 Poison Damage
+15% Poison Chance
+15% Critical Chance
+30% Critical Damage
-15% Attack Power
-15% Armor Piercing
-15% Stamina (Defense)

Viper Silver:
+150 Poison Damage
+25% Poison Chance
+15% Attack Speed
+15% Axii Intensity
-15% Attack Power
-15% Armor Piercing
-15% Stamina (Defense)

Viper Schematic Locations:
Viper Steel 1: White Orchard, loot in Amavet Fortress Ruins
Viper Steel 2: Velen, when meeting Letho (Ghosts of the Past)
Viper Steel 3: Novigrad, chest in Maximilian Borsodi's Vault (Open Sesame!)
Viper Steel 4: Skellige, treasure hunt on Snidhall Isle (Unlucky's Treasure)
Viper Steel 5: Toussaint, chest in Moreau's Lab (Turn and Face the Strange)

Viper Silver 1: White Orchard, loot in Cemetary
Viper Silver 2: Velen, chest in Grayrocks Mine (Contract: Missing Brother)
Viper Silver 3: Novigrad, guarded treasure in northeast of Heddel
Viper Silver 4: Skellige, treasure hunt on Faroe Isle (Hidden in the Depths)
Viper Silver 5: Toussaint, chest next to Axii PoP in Albertus Grotto (Father Knows Worst)

Manticore Armor:

600 Armor
25% Base Resist
-4% Stamina
-4% Speed
+50 Toxicity
+75% Burning Resist

Manticore Steel:
+15% Burn Chance
+15% Poison Chance
+15% Bleed Chance
+15% Stamina (Offense)
+15% Attack Speed
-15% Attack Power
-25% Counter Damage
-15% Stamina (Defense)

Manticore Silver:
+25% Burn Chance
+150 Fire Damage
+15% Armor Piercing
+15% Igni Intensity
-15% Attack Power
-25% Counter Damage
-15% Stamina (Defense)

Forgotten Wolf Armor:
1200 Armor
45% Base Resist
-9% Stamina
-9% Speed
+50% Durability
+50 Max Toxicity

Forgotten Wolf Steel Sword:
+10% Armor Piercing
+25% Durability
+25% Poise Damage

+15% Vigor Regen
-10% Attack Speed
-05% Critical Chance

Forgotten Wolf Silver Sword:
+10% Armor Piercing
+25% Durability
+15% Attack Power
+15% Adrenaline Gain
-10% Attack Speed
-05% Critical Chance

Improved Kaer Morhen Armor:
980 Armor
35% Base Resist
-7.5% Stamina
-10% Speed
+10 Vitality Regen
+15% Injury Resist

Improved Kaer Morhen Steel:
10% Bleed Chance
10% Armor Piercing
15% Efficiency (Defense)
-15% Critical Damage

Improved Kaer Morhen Silver:
10% Bleed Chance
10% Adrenaline Gain
15% Efficiency (Defense)
-15% Poise Damage

In case you lost the starting equipment but want to craft these, additem codes:
‘Starting Armor’
‘Starting Pants’
‘Starting Boots’
‘Starting Gloves’

‘Long Steel Sword’
‘Witcher Silver Sword’

Temerian Armor:
792 Armor
30% Base Resist
-5% Stamina
-5% Speed
+30% Bleed Resist
+20% Injury Resist

In case you already completed ‘Eye for an Eye’, additem codes:
'DLC1 Temerian Armor'
'DLC1 Temerian Pants'
'DLC1 Temerian Boots'
'DLC1 Temerian Gloves'
'DLC1 Temerian HorseBag'
'DLC1 Temerian HorseBlinders'
'DLC1 Temerian HorseSaddle'

Nilfgaardian Armor:
996 Armor
25% Base Resist
-5% Stamina
-5% Speed
+20 Poise
+20% Stamina (Defense)

In case you already completed the various quests, additem codes:
'DLC5 Nilfgaardian Armor'
'DLC5 Nilfgaardian Pants'
'DLC5 Nilfgaardian Boots'
'DLC5 Nilfgaardian Gloves'
'DLC5 Nilfgaardian HorseBag'
'DLC5 Nilfgaardian HorseBlinders'
'DLC5 Nilfgaardian HorseSaddle'

Undvik Armor:

1932 Armor
55% Base Resist
-17.5% Stamina
-17.5% Speed
+30% Adrenaline
+1000 Vitality

In case you already completed ‘Lord of Undvik’, additem codes:
'DLC14 Skellige Armor'
'DLC14 Skellige Pants'
'DLC14 Skellige Boots'
'DLC14 Skellige Gloves'
'DLC14 Skellige HorseBag'
'DLC14 Skellige HorseBlinders'
'DLC14 Skellige HorseSaddle'

Ofieri Armor:
624 Armor
20% Base Resist
-3% Stamina
-3% Speed
+15% Sign Intensity
+50% Burn Resist

New Moon Armor:
1008 Armor
30% Base Resist
-10% Stamina
-5% Speed
+15% Evade Speed
+20 Safe Dodge Angle

In case you already completed ‘Open Sesame!’, additem codes:
'Thief Armor'
'Thief Pants'
'Thief Boots'
'Thief Gloves'

Dol Blathanna Armor:
852 Armor (Light)
35% Base Resist
-7% Stamina
-5% Speed
+30 Poise
+20% Movement Efficiency

Dol Blathanna Longsword:
+10% Attack Power
+10% Attack Speed
+05% Critical Chance
+20% Counter Damage
+10% Quen Intensity
-15% Poise Damage
-20% Adrenaline Gain

White Widow of Dol Blathanna:
+10% Attack Speed
+10% Armor Piercing
+10% Poison Chance
+10% Chill Chance
+10% Aard Intensity
-10% Attack Power
-20% Adrenaline Gain

Can be looted from various elven ruins (Avallach's lab, Est Tayiar, Kilkerinn Ruins), found when dealing with elves (Death by Fire, Contract: Woodland Beast, PoI east of Oxenfurt) or purchased from the Scoiatael merchant southwest of Novigrad.

White Tiger of the West Armor:
1800 Armor (Heavy)
48% Base Resist
-20% Stamina
-12% Speed
+25% Durability
+25 Poise

+25% Toxicity Drain

Steel Vixen:
+15% Attack Speed
+10% Attack Power
+10% Flank Damage
+10% Stun Chance
+20% Axii Intensity
+20% Vigor Regen
-15% Armor Piercing
-15% Defense Efficiency
-05% Critical Chance

Silver Vixen:
+15% Attack Speed
+10% Attack Power
+10% Offense Efficiency
+10% Burning Chance
+20% Igni Intensity
+20% Vigor Regen
-15% Armor Piercing
-15% Defense Efficiency
-05% Critical Chance

Can be obtained from Spoils of War PoIs in Skellige

Item Codes for the KotW armor added in W3EE:
GOTHIC
Helm - kotw_helm_v1_1_usable

Full:
kotw_armor_v1_1
kotw_legs_v1_1
kotw_boots_v1_1
kotw_gloves_v1_1

Light:
kotw_armor_v1_2

kotw_legs_v1_2
kotw_boots_v1_2
kotw_gloves_v1_2

METEORITE
Helm - kotw_helm_v2_1_usable

Full:
kotw_armor_v2_1
kotw_legs_v2_1
kotw_boots_v2_1
kotw_gloves_v2_1

Light:
kotw_armor_v2_2
kotw_legs_v2_2
kotw_boots_v2_2
kotw_gloves_v2_2

DIMERITIUM
Helm - kotw_helm_v3_1_usable

Full:
kotw_armor_v3_1
kotw_legs_v3_1
kotw_boots_v3_1
kotw_gloves_v3_1

Light:
kotw_armor_v3_2
kotw_legs_v3_2
kotw_boots_v3_2
kotw_gloves_v3_2