Black Leather Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Thief Mask	20/21/20/20	10/7/7/8	12/8/0/0	0	55	1.2	100
	Black Leather Armor	65/68/64/64	31/24/23/26	38/26/0/0	0	55	3.9	120
	Black Leather Gloves	30/31/29/29	14/11/10/12	17/12/0/0	0	55	1.8	100
	Black Leather Boots	37/38/36/36	18/13/13/15	21/15/0/0	0	55	2.2	110
Total	152/158/149/149	73/55/53/61	88/61/0/0	0	-	9.1	430
Fully Upgraded Total	305/315/298/298	145/111/105/120	175/120/0/0	0	-	9.1	430
Location	Sold by Laddersmith Gilligan.							

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

Description

Black Leather Helmet

A full face mask.
Called a thief mask since most people
wearing them are up to no good.
Not terribly effective as armor.

Black Leather Armor

Armor dyed black.
Allows the wearer to blend in with the dark.
Often used by those with ill-intent.
Meticulously crafted, and provides fair defense.

Black Leather Gloves

Leather gloves dyed black.
Allows the wearer to blend in with the dark.
Often used by those with ill-intent.
Meticulously crafted, and provides fair defense.

Black Leather Boots

Leather boots dyed black.
Allows the wearer to blend in with the dark.
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Meticulously crafted, and provides fair defense.

Upgrades

Requires Titanite.

Key

Physical Defense:	The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type. The physical stats for a piece of armor are W / X / Y / Z: • 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:	The Elemental Defense attribute dictates how resilient the piece of armor is to a certain elemental damage type. The magical stats for a piece of armor are W / X / Y / Z: • 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:	The Resistance dictate how resilient the piece of armor is to status ailments. The properties for a piece of armor are W / X / Y / Z: • W is resistance vs. poison • X is resistance vs. bleed • Y is resistance vs. petrification • Z is resistance vs. Hollowing curse
Poise:	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.
Durability:	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.
Weight:	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.

Attribute Requirements:	Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements. The required attributes are W / X / Y / Z: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required
Physical DEF Bonus:	The influence of the character's Physical DEF stat on the effectiveness of armor worn. The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.

Revision #1
Created 17 December 2024 07:11:10 by jade
Updated 17 December 2024 07:11:10 by jade