

Catarina Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Catarina Helm	57/57/67/57	12/14/8/12	10/16/0/0	9	95	4.5	630
	Catarina Armor	149/149/149/73/149	32/35/21/32	25/41/0/0	25	95	11.7	1050
	Catarina Gauntlets	88/88/102/88	19/21/13/19	15/24/0/0	13	95	6.9	730
	Catarina Leggings	88/88/102/88	19/21/13/19	15/24/0/0	13	95	6.9	840
Total	382/382/44/382	82/91/55/65	65/105/0/0	60	-	30	3250	
Full Upgrade Total	574/574/46/574	122/135/8/22	99/158/0/0	60	-	30	3250	
Location	Dropped by Red Phantom Catarina Knight just outside the Soldiers' Rest bonfire in Forest of Fallen Giants. The phantoms							

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

Description

Catarina Helm

An odd helmet shaped like an onion. This helmet appears rather absurd, but its multi-faced construction is in fact quite practical as it effectively deflects physical attacks. The old tales speak of brave Catarina knights wearing this helmet as they rushed courageously into battle.

Catarina Armor

Odd armor shaped like an onion. This armor appears rather absurd, but its multi-faced construction is in fact quite practical as it effectively deflects physical attacks. The old tales speak of brave Catarina knights wearing this armor as they rushed courageously into battle.

Catarina Gauntlets

Odd gauntlets shaped like an onion. These gauntlets appears rather absurd, but their multi-faced construction is in fact quite practical as they effectively deflect physical attacks. The old tales speak of brave Catarina knights wearing these gauntlets as they rushed courageously into battle.

Catarina Leggings

Odd leggings shaped like an onion. These leggings appears rather absurd, but their multi-faced construction is in fact quite practical as they effectively deflect physical attacks. The old tales speak of brave Catarina knights wearing these leggings as they rushed courageously into battle.

Upgrades

Requires Twinkling 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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