

# Dingy Set





Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Dingy Hood	14/16/13/13	9/7/8/8	5/6/12/12	0	40	0.8	150
	Dingy Robe	54/61/51/51	33/27/31/31	20/23/46/46	0	40	3.0	240
	Dingy Cuffs	22/24/20/20	13/11/12/12	8/9/18/18	0	40	1.2	168
	Blood-Stained Skirt	45/51/42/42	27/23/26/26	17/19/38/38	0	40	2.5	192
Total	135/152/126	82/68/77	50/57/114/114	0	-	7.5	750	
Fully Upgraded Total	270/304/252	179/165/169	102/116/231	0	-	7.5	750	
Location	Dropped by Dingy Cleric Phantom in Grave of Saints. NG + or higher only, regardless of bonfire intensity.							

+ show full armor image - hide

+ show description - hide description

Description

Dingy Hood

An unassuming dingy hood.  
Although by now gray with soot and nearly unraveled, its fabric was originally a pure white.

Dingy Robe

An unassuming dingy robe.  
Although by now gray with soot and nearly unraveled, its fabric was originally a pure white.

Dingy Cuffs

Unassuming dingy cuffs.  
Although by now gray with soot and nearly unraveled, its fabric was originally a pure white.

Blood-Stained Skirt

An unassuming dingy skirt.  
Originally pure white.  
A close inspection reveals old dried blood.  
What tragedy could have befallen its original owner?

# Upgrades

Requires Titanite.

## Key

<b>Physical Defense:</b>	<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"><li>• W is base Physical DEF</li><li>• X is defense vs. striking attacks</li><li>• Y is defense vs. slashing attacks</li><li>• Z is is defense vs. thrusting attacks</li></ul>
<b>Elemental Defense:</b>	<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"><li>• W is defense vs. magic attacks</li><li>• X is defense vs. fire attacks</li><li>• Y is defense vs. lightning attacks</li><li>• Z is defense vs. dark attacks</li></ul>
<b>Resistance:</b>	<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"><li>• W is resistance vs. poison</li><li>• X is resistance vs. bleed</li><li>• Y is resistance vs. petrification</li><li>• Z is resistance vs. Hollowing curse</li></ul>
<b>Poise:</b>	<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>
<b>Durability:</b>	<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>
<b>Weight:</b>	<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>

<b>Attribute Requirements:</b>	<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"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul>
<b>Physical DEF Bonus:</b>	<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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