

Falconer Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Falconer Helm	43/38/47/44	13/19/7/13	9/17/0/0	6	75	4.5	90
	Falconer Armor	74/78/71/71	22/19/25/22	24/19/0/0	12	75	7.7	150
	Falconer Gloves	31/32/30/30	9/8/10/9	10/8/0/0	4	75	3.2	105
	Falconer Boots	55/59/54/54	17/14/19/17	18/15/0/0	8	75	5.8	120
Total	203/207/202/199	61/60/61/61	61/59/0/0	30	-	21.2	930	
Fully Upgraded Total	405/415/401/396	121/117/123/121	122/117/0/0	30	-	21.2	930	
Location	Starter gear for Knight class but without the helm. Full set can be purchased from Maughlin the Armourer. Also dro							

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

Description

Falconer Helm

*Helm worn by the Volgen Falconers.
Domestic Volgen soldiers are infamously timid, so it is no wonder that this fierce band of mercenary falconers was hired to compensate. In practice they serve as bodyguards for the affluent elite, and they serve well, such that nobody dares scrutinize their backgrounds.*

Falconer Armor

*Armor worn by the Volgen Falconers.
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Falconer Gloves

*Gloves worn by the Volgen Falconers.
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Falconer Boots

*Boots worn by the Volgen Falconers.
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Upgrades

Requires 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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