Flower Skirt

In-Game Description

Skirt of a nameless troubadour.
High durability, despite its appearance.

While troubadours can get by on their own
through wily use of their arts for the most part,
they might still require a generous patron.
The stunning arrangement of layered flowers
on this skirt is designed to capture the
attention of a candidate for the position.

Availability

After the Graverobber, Varg and Cerah trio boss in Cave of the Dead.

General Information

Increases Vigor by two and Endurance by one while worn.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Flower Skirt	42/44/40/40	20/17/19/21	36/20/0/7	0	80	1.7	-/-/-/-	E

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Flower Skirt +0	42/44/40/40	20/17/19/21	36/20/0/7	-	-
Flower Skirt +1	43/45/41/41	21/17/19/21	37/21/0/7	1 x Titanite Shard	220
Flower Skirt +2	44/46/42/42	22/18/20/23	39/22/0/7	2 x Titanite Shard	280
Flower Skirt +3	45/47/43/23	23/19/21/23	41/23/0/7	3 x Titanite Shard	330
Flower Skirt +4	46/48/44/44	24/20/22/25	42/24/0/8	1 x Large Titanite Shard	440
Flower Skirt +5	47/49/45/45	25/21/23/26	44/25/8/8	2 x Large Titanite Shard	500
Flower Skirt +6	48/50/46/46	26/21/24/26	46/26/0/8	3 x Large Titanite Shard	550
Flower Skirt +7	49/51/47/47	27/22/25/28	47/27/0/9	1 x Titanite Chunk	660
Flower Skirt +8	50/52/48/48	28/23/26/28	49/28/0/9	2 x Titanite Chunk	720
Flower Skirt +9	51/53/49/49	29/24/27/30	51/29/0/9	3 x Titanite Chunk	770
Flower Skirt +10	52/55/50/50	30/25/28/31	53/30/0/10	1 x Titanite Slab	880

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.