

Hollow Soldier Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Hollow Soldier Helmet	34/33/36/35	11/12/8/11	9/11/0/0	4	35	4.3	75
	Hollow Soldier Armor	69/66/73/70	22/23/15/22	18/21/0/0	7	35	8.6	125
	Hollow Soldier Gauntlets	26/24/27/26	8/9/6/8	7/8/0/0	4	35	3.2	88
	Hollow Soldier Leggings	14/14/15/15	5/5/3/5	4/4/0/0	0	35	1.8	67
Total	143/137/151/146	46/49/32/46	38/44/0/0	15	140	17.9	355	
Fully Upgraded Total	284/275/303/290	91/96/63/91	77/88/0/0	15	140	17.9	355	
Location	Dropped by Hollow Soldiers in Forest of Fallen Giants.							

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

Description

Hollow Soldier Helmet

Helm worn by Hallowed royal soldiers. Appears to be crafted with quality materials, but is highly degraded and close to falling apart. Wearing this will be of little use.

Hollow Soldier Armor

Armor worn by Hallowed royal soldiers. Appears to be crafted with quality materials, but is highly degraded and close to falling apart. Wearing this will be of little use.

Hollow Soldier Gauntlets

Gauntlets worn by Hallowed royal soldiers. They appear to be crafted with quality materials, but are highly degraded and close to falling apart. Wearing these will be of little use.

Hollow Soldier Leggings

Leggings worn by Hallowed royal soldiers. They appear to be crafted with quality materials, but are highly degraded and close to falling apart. Wearing these will be of little use.

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:	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: <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:	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.

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