Judgment Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Mask of Judgment	49/53/47/47	25/20/17/22	13/14/0/27	0	50	2.5	320
	Robe of Judgment	77/82/74/74	39/32/27/35	21/22/0/43	0	50	3.9	500
	Manchettes of Judgment	35/38/34/34	18/15/13/16	9/10/0/20	0	50	1.8	400
	Tights of Judgment	55/59/53/53	28/23/20/25	15/16/0/31	0	50	2.8	450
Total	216/232/208/208	110/90/77/98	58/62/0/121	0	-	11.0	1670	
Fully Upgraded Total	325/348/313/313	166/134/115/146	87/93/0/180	0	-	11.0	1670	
Location	In a chest under a staircase in Dragon Shrine, near the first Drakekeeper. Requires a Pharros' Lockstone. Dark Stol...							

Description

Mask of Judgment

A mask honoring an ancient goddess. Sin was said to be her domain, but the name of this goddess is long forgotten. Little is known about what purpose the mask served, only that it was worn by a person of great authority.

Robe of Judgment

Robe honoring an ancient goddess. Sin was said to be her domain, but the name of this goddess is long forgotten. Little is known about what purpose the mask served, only that it was worn by a person of great authority.

Manchettes of Judgment

Manchettes honoring an ancient goddess. Sin was said to be her domain, but the name of this goddess is long forgotten. Little is known about what purpose the mask served, only that it was worn by a person of great authority.

Tights of Judgment

Tights honoring an ancient goddess. Sin was said to be her domain, but the name of this goddess is long forgotten. Little is known about what purpose the mask served, only that it was worn by a person of great authority.

Upgrades

Requires Twinkling Titanite.

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.