

Manikin Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Manikin Mask	36/38/35/35	18/17/22/22	21/29/9/0	0	65	1.8	200
	Manikin Top	46/49/44/44	23/22/28/29	27/38/12/0	0	65	2.3	200
	Manikin Gloves	24/25/23/23	12/11/14/15	14/20/6/0	0	65	1.2	200
	Manikin Boots	32/34/31/31	16/15/19/20	19/26/8/0	0	65	1.6	200
Total	138/146/133/133	69/65/83/86	81/113/35/0	0	=260	6.9	800	
Full Upgrade Total	276/292/264/264	140/132/165/172	163/225/73/0	-	-	-	-	
Location	Mask is Earthen Peak treasure. Rest of the set is dropped by Manikins.							

+ show full armor image - hide

+ show description - hide description

Description

Manikin Mask

Mask of the manikins of Harvest Valley.
A fickle queen gave them life, and tore off their faces. How else could she forgive those who dared gaze upon her

Manikin Armor

Top of the manikins of Harvest Valley.
The peculiar art of puppetry is a vestige of the two lost lands.
A queen breathed life into these dolls with the very miasma that afflicted her poison-drenched bosom, so that she would have slaves to serve her temperamental will.

Manikin Gloves

Gloves of the manikins of Harvest Valley.
The peculiar art of puppetry is a vestige of the two lost lands.
A queen breathed life into these dolls with the very miasma that afflicted her poison-drenched bosom, so that she would have slaves to serve her temperamental will.

Manikin Boots

Boots of the manikins of Harvest Valley.
The peculiar art of puppetry is a vestige of the two lost lands.
A queen breathed life into these dolls with the very miasma that afflicted her poison-drenched bosom, so that she would have slaves to serve her temperamental will.

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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