

# Rogue Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Rogue Hood	11/11/11	4/4/4/5	4/4/0/0	0	40	0.7	72
	Rogue Armor	56/54/56/56	18/21/20/24	21/20/0/0	0	55	3.5	120
	Rogue Gauntlets	29/28/29/29	9/1/1/1/0/1/2	11/10/0/0	0	55	1.8	84
	Rogue Leggings	40/39/40/40	13/15/14/17	15/14/0/0	0	55	2.5	96
<b>Total</b>	136/132/136/136	44/52/48/58	51/48/0/0	0	205	8.5	372	
<b>Full Upgrade Total</b>	269/262/275/275	85/94/90/105	102/98/0/0	-	-	-	-	
<b>Location</b>	Dropped by Hollow Rogues in Huntsman's Copse.							

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

## Description

### Rogue Hood

*Hood worn by Hollowed thieves. The hood is primarily intended to hide the face of the wearer, and is of no practical value as defensive gear.*

### Rogue Armor

*Armor donned by Hollowed thieves. Despite its crude appearance, this armor is surprisingly sturdy.*

### Rogue Gauntlets

*Gauntlets worn by Hollowed thieves. Despite their crude appearance, these gauntlets are surprisingly sturdy.*

### Rogue Leggings

*Leggings worn by Hollowed thieves. Despite its crude appearance, these leggings are surprisingly sturdy.*

## Upgrades

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Requires Titanite.

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# Key

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<b>Physical Defense:</b>	<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"><li>• W is base Physical DEF</li><li>• X is defense vs. striking attacks</li><li>• Y is defense vs. slashing attacks</li><li>• Z is is defense vs. thrusting attacks</li></ul>
<b>Elemental Defense:</b>	<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"><li>• W is defense vs. magic attacks</li><li>• X is defense vs. fire attacks</li><li>• Y is defense vs. lightning attacks</li><li>• Z is defense vs. dark attacks</li></ul>
<b>Resistance:</b>	<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"><li>• W is resistance vs. poison</li><li>• X is resistance vs. bleed</li><li>• Y is resistance vs. petrification</li><li>• Z is resistance vs. Hollowing curse</li></ul>
<b>Poise:</b>	<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>
<b>Durability:</b>	<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>
<b>Weight:</b>	<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>

<b>Attribute Requirements:</b>	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"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul>
<b>Physical DEF Bonus:</b>	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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