

# Saint's Set





Image	Name	Physical Defense	Mental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Saint's Hood	23/25/22/22	17/17/21/17	10/9/20/18	0	55	0.9	360
	Saint's Dress	67/72/64/64	49/49/61/49	30/26/57/53	0	55	2.6	600
	Saint's Long Gloves	26/28/25/25	19/19/23/19	12/10/22/20	0	55	1.0	420
	Saint's Trousers	52/55/49/49	38/38/47/38	23/20/44/41	0	55	2.0	480
Total	168/180/160/160	123/123/3/152/123	75/65/143/132	0	-	6.5	1860	
Full Upgrade Total	252/270/40/240	184/184/4/28/184	112/97/214/198	-	-	-	-	
Location	Given by Licia of Lindelt if the player has 30 Faith, and dropped by her on death. Can be bought after killing her, for							

+ show full armor image - hide

+ show description - hide description

Description

Saint's Hood

Hood worn by miracle-casting clerics.

Grants slight increase to spell uses.

Belonged to Licia of Lindelt.

Lindelt is founded upon stringent commandments.

Its inhabitants often travel to distant lands for ascetic training, but more than a few of these trainees liberate themselves from Lindelt's teachings in the process.

Effect: Increases number of casts for each spell.

Saint's Dress

Dress worn by miracle-casting clerics.

Belonged to Licia of Lindelt.

While it's true Licia dedicated herself to miracles, it's rare for anyone to pass through life without trouble.

Even clerics aren't always who they seem.

Saint's Long Gloves

Gloves worn by miracle-casting clerics.

Belonged to Licia of Lindelt.

While it's true Licia dedicated herself to miracles, it's rare for anyone to pass through life without trouble.

Even clerics aren't always who they seem.

Saint's Trousers

Trousers worn by miracle-casting clerics.

Belonged to Licia of Lindelt.

While it's true Licia dedicated herself to miracles, it's rare for anyone to pass through life without trouble.

Even clerics aren't always who they seem.

# Upgrades

Requires Twinkling Titanite.

## Key

<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>	<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"><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>	<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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