

Singer's Dress

In-Game Description

*Dress worn by a far-gone muse.
Offers almost no physical defense,
but is blessed with high resistance to magic.*

*These enchanting singers were given song by the
Great Dead One, and have little concept of self.
They live only to sing, and will continue singing
until they can do so no longer.*

Availability

Shrine of Amana treasure. From the Crumbled Ruins bonfire, proceed until you can see the next fog door, then look to the left wall for branches that can be broken concealing an Ogre. Behind the Ogre is a body holding the Singer's Dress (along with a Life Ring +2). If you have already passed the fog door, it is faster and safer to go back from the Rhoy's Resting Place bonfire.

General Information

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Singer's Dress	30/33/29/29	45/35/41/41	31/23/43/43	0	40	2.6	-/-/-	B

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Singer's Dress +0	30/33/29/29	45/35/41/41	31/23/43/43	N/A	N/A
Singer's Dress +1	33/36/31/31	49/38/45/45	34/25/47/47	1x Twinkling Titanite	390
Singer's Dress +2	36/39/34/34	54/42/49/49	37/27/51/51	1x Twinkling Titanite	480
Singer's Dress +3	39/42/37/37	58/45/53/53	40/30/56/56	2x Twinkling Titanite	580
Singer's Dress +4	42/45/40/40	63/49/57/57	43/32/60/60	2x Twinkling Titanite	770
Singer's Dress +5	45/49/43/43	68/53/62/62	47/35/65/65	3x Twinkling Titanite	860

Key

Physical Defense:	<p>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:</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. 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. 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:	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: <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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