Targray's Armor

In-Game Description

Armor of one who guides others.
Belonged to Targray, Knight of the Blue

The Blue Sentinels have vowed to uplift
themselves through tireless training and
selfless adherence to order and justice.
May this armor ease their difficult journey.

Availability

- Gift from Blue Sentinel Targray after reaching Rank 3 in the Blue Sentinels convenant.
- Sold by Merchant Hag Melentia, for 7,200 souls, after killing Blue Sentinel Targray.

General Information

Part of Targray's Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Targray's Armor	89/83/96/89	22/22/18/25	27/30/0/0	17	75	9.8	-/-/-/-	A

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost

Targray's Armor +0	89/83/96/89	22/22/18/25	27/30/0/0	N/A	N/A
Targray's Armor +1	97/91/105/97	24/24/19/27	29/32/0/0	1x Titanite Shard	1,050
Targray's Armor +2	106/99/115/106	26/26/21/29	32/35/0/0	2x Titanite Shard	1,320
Targray's Armor +3	115/107/125/115	28/28/23/32	35/38/0/0	3x Titanite Shard	1,580
Targray's Armor +4	124/116/134/124	30/30/25/34	37/41/0/0	1x Large Titanite Shard	2,100
Targray's Armor +5	133/124/144/133	33/33/26/37	40/44/0/0	2x Large Titanite Shard	2,370
Targray's Armor +6	142/132/154/142	35/35/28/39	43/47/0/0	3x Large Titanite Shard	2,630
Targray's Armor +7	151/141/163/151	37/37/30/41	45/50/0/0	1x Titanite Chunk	3,150
Targray's Armor +8	160/149/173/160	39/39/32/44	48/53/0/0	2x Titanite Chunk	3,420
Targray's Armor +9	169/157/183/169	41/41/34/46	51/56/0/0	3x Titanite Chunk	3,680
Targray's Armor +10	178/166/193/178	44/44/36/49	54/59/0/0	1x Titanite Slab	4,200

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.