

# Targray's Set





Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Targray's Helm	36/34/39/36	9/9/7/10	11/12/0/0	5	75	4.0	480
	Targray's Armor	89/83/96/89	22/22/18/25	27/30/0/0	17	75	9.8	720
	Targray's Manifers	30/28/32/30	7/7/6/8	9/10/0/0	7	75	3.3	540
	Targray's Leggings	53/49/57/53	13/13/11/15	16/17/0/0	10	75	5.8	630
Total	208/194/24/208	51/51/42/58	63/69/0/0	39	-	22.9	2,370	
Full Upgrade Total	416/388/451/416	103/103/84/115	126/138/0/0	39	-	22.9	-	
Location	Talk to Blue Sentinel Targray after reaching Rank 3 of the Blue Sentinels Convent or kill Targray and purchase it.							

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## Description

### Targray's Helm

*Helm of one who guides others.  
 Belonged to Targray, Knight of the Blue  
 Targray can appear obtuse,  
 but the blue knight means no harm.  
 He only wishes to offer guidance to  
 those in need, for that is his purpose.*

### Targray's Armor

*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.*

### Targray's Manifers

*Manifers 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 these manifers ease their difficult journey.*

### Targray's Leggings

*Leggings 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 these leggings ease their difficult journey.*

# Upgrades

Requires 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>

Revision #1  
Created 17 December 2024 07:14:10 by jade  
Updated 17 December 2024 07:14:10 by jade