

Tattered Cloth Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Tattered Cloth Hood	20/21/20/20	11/15/10/11	18/6/0/4	0	55	1.1	60
	Tattered Cloth Robe	50/53/48/48	26/36/24/26	43/15/0/10	0	55	2.7	100
	Tattered Cloth Manchettes	29/31/29/29	16/21/14/16	26/9/0/6	0	55	1.6	80
	Heavy Boots	29/31/29/29	16/21/14/16	26/9/0/6	0	55	1.6	80
Total	128/136/126	69/93/62/69	113/39/0/26	0	220	7	320	
Full Upgrade Total	259/272/50/250	137/187/122/137	224/78/0/49	-	-	-	-	
Location	Found in a chest in The Gutter. Possible drop from Dark Stalkers in Norman's Wharf or...							

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

Description

Tattered Cloth Hood

Hood favored by pyromancers.
It appears tattered but in fact its fabric is reinforced with pyromancy.
Magic is no show. It is an art that allows mere mortals to glimpse into the very fabric of what is and may be.

Tattered Cloth Robe

Robe favored by pyromancers.
It appears tattered but in fact its fabric is reinforced with pyromancy.
Magic is no show. It is an art that allows mere mortals to glimpse into the very fabric of what is and may be.

Tattered Cloth Manchettes

Gloves favored by pyromancers.
It appears tattered but in fact its fabric is reinforced with pyromancy.
Magic is no show. It is an art that allows mere mortals to glimpse into the very fabric of what is and may be.

Heavy Boots

Boots favored by pyromancers.
It appears tattered but in fact its fabric is reinforced with pyromancy.
Magic is no show. It is an art that allows mere mortals to glimpse into the very fabric of what is and may be.

Upgrades

Requires Titanite.

Key

Physical Defense:	<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">• 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.</p> <p>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.</p> <p>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:	<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>
Weight:	<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>

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