

Traveling Merchant Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Traveling Merchant Hat	25/27/24/24	7/8/8/7	9/10/0/0	0	60	2.6	85
	Traveling Merchant Coat	74/79/72/72	21/23/25/21	26/29/0/0	0	60	7.7	150
	Traveling Merchant Gloves	37/39/35/35	10/11/12/10	13/14/0/0	0	60	3.8	100
	Traveling Merchant Boots	37/39/35/35	10/11/12/10	13/14/0/0	0	60	3.8	128
Total	173/184/166/166	48/53/57/48	61/67/0/0	0	-	17.9	463	
Fully Upgraded Total	Phy def/strike/slash/thrust	Mdef/fire/lightning/dark	poison/bleed/petrify/curse	-	-	-	-	
Location	Starting gear of the Explorer class. Can also be bought from Merchant Hag.							

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

Description

Traveling Merchant Hat

Hat worn by merchants from Lanafir, where blue represents knowledge. Wearing this increases item discovery. Lanafir is the farthest land to the south and follows a strict edict of isolationism. The rare visitor from Lanafir is always a little odd. Effect: Raises item discovery

Traveling Merchant Coat

Coat worn by merchants from Lanafir. The eagle is normally a symbol of strength, but in Lanafir it symbolizes wealth. Lanafir is the farthest land to the south and follows a strict edict of isolationism. The rare visitor from Lanafir is always a little odd.

Traveling Merchant Gloves

Gloves worn by merchants from Lanafir. Lanafir is the farthest land to the south and follows a strict edict of isolationism. The rare visitor from Lanafir is always a little odd.

Traveling Merchant Boots

Boots worn by merchants from Lanafir. Lanafir is the farthest land to the south and follows a strict edict of isolationism. The rare visitor from Lanafir is always a little odd.

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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