

Wanderer Set

Image	Name	Physical_Defense	Magic_Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Wanderer Hood	23/22/23/24	8/10/11/8	9/14/0/0	0	50	1.4	80
	Wanderer Coat	58/56/58/59	19/25/28/20	22/35/0/0	0	50	3.5	120
	Wanderer Manchette	35/33/35/35	12/15/17/12	13/21/0/0	0	50	2.1	85
	Wanderer Boots	35/33/35/35	12/15/17/12	13/21/0/0	0	50	2.1	105
Total	151/144/151/153	51/65/73/52	57/91/0/0	0	200	9.1	390	
Full Upgrade Total	299/289/304/307	99/130/144/104	112/182/0/0	0	-	9.1	-	

Location	Starting gear of the Swordsman class. Treasure in the Lost Bastille. Dropped by an Undead Citizen inside a cage hidden in a wall.
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+ show full armor image - hide

+ show description - hide

Description

Wanderer Hood

A hood for the roving type. Light, sturdy leather made for long journeys

Wanderer Coat

A coat for the roving type. Light, sturdy leather made for long journeys

Wanderer Manchette

Manchettes for the roving type. Light, sturdy leather made for long journeys

Wanderer Boots

Boots for the roving type. Light, sturdy leather made for long journeys

Notes

- You'll only get one shot at obtaining this set from the well. If you are killed by the Undead Citizens, they won't respawn and you will have to wait until NG+ to try again.
- Also note that, if you kill the Undead Citizen which drops the set while he is still at the back of the cage, you will be unable to pick up the set.
- SotFS - The set has been moved to a lootable corpse at the front of the wellevator, so that you can kill or die to the Undead citizens without fear of losing the set.

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:	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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