

# White Priest Set



Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	White Priest Headpiece	23/25/23/23	14/14/18/16	10/9/9/9	0	50	1.4	450
	White Priest Robe	55/58/54/54	33/33/43/37	23/21/21/21	0	50	3.3	550
	White Priest Gloves	18/19/18/18	11/11/14/12	8/7/7/7	0	50	1.1	460
	White Priest Skirt	40/42/39/39	24/24/31/27	16/16/15/15	0	50	2.4	480
Total	136/144/134/134	82/82/106/92	57/53/52/52	0	200	8.2	1940	
Fully Upgraded Total	275/288/263/263	164/164/15/181	112/106/105/105	-	-	-	-	
Location	Sold by Cromwell the Pardoner in Brightstone Cove Tselador a.							

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## Description

### White Priest Headpiece

Traditional headpiece for Drangleic clerics. The clerics of Drangleic were not viewed with particular reverence, and their positions were only perserved as a nod to tradition. It is customary for clerics to wear different garb depending on their sex, but the reason for this practice is unknown. This is a men's headpiece.

### White Priest Robe

Traditional robe for Drangleic clerics. The clerics of Drangleic were not viewed with particular reverence, and their positions were only perserved as a nod to tradition. It is customary for clerics to wear different garb depending on their sex, but the reason for this practice is unknown. This is a men's robe.

### White Priest Gloves

Traditional gloves for Drangleic clerics. The clerics of Drangleic were not viewed with particular reverence, and their positions were only perserved as a nod to tradition. It is customary for clerics to wear different garb depending on their sex, but the reason for this practice is unknown. These are men's gloves.

### White Priest Skirt

Traditional skirt for Drangleic clerics. The clerics of Drangleic were not viewed with particular reverence, and their positions were only perserved as a nod to tradition. It is customary for clerics to wear different garb depending on their sex, but the reason for this practice is unknown. This is a men's skirt.

# 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>

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