

Astrologist's Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Weight (SoTFS)	Soulsonselling
	Moon Hat	26/27/25/25	19/13/13/16	8/8/0/0	0	50	2.2	2.2	360
	Astrol ogist's Robe	60/63/58/58	44/30/30/37	19/19/0/0	0	50	5.1	4.1	600
	Astrol ogist's Gaunt lets	25/26/24/24	18/12/12/15	8/8/0/0	0	50	2.1	1.7	420
	Astrol ogist's Bot to ms	45/47/43/43	33/22/22/28	14/14/0/0	0	50	3.8	3.0	480
Total	156/163/150/150	114/77/7/96	49/49/0/0	0	-	13.2	11.0	1860	
Fully Upgraded To tal	313/326/302/302	226/155/15/92	98/96/0/0	0	-	13.2	11.0	1860	
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+ show full armor image - hide

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Description

Moon Hat

Hat worn by astrologists in Melfia.

Astrologists believe that magical powers can be obtained at moments of special heavenly alignment.

Even the collective wisdom of the Melfian Magic Academy cannot pull magic out of the sky, but the ideas of the astrologists led to the creation of new and very useful magic devices.

Astrologist's Robe

Robe worn by astrologists in Melfia.

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Astrologist's Gauntlets

Gauntlets worn by astrologists in Melfia.

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Astrologist's Bottoms

Robe bottoms worn by astrologists in Melfia.

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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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