

Chaos Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Chaos Hood	23/25/22/22	17/25/17/24	10/9/13/12	0	55	0.9	360
	Chaos Robe	67/72/64/64	49/73/49/71	30/26/39/35	0	55	2.6	600
	Chaos Gloves	26/28/25/25	19/28/19/27	12/10/15/14	0	55	1.0	420
	Chaos Boots	52/55/49/49	38/56/38/54	23/20/30/27	0	55	2.0	480
Total	168/180/160/160	123/182/176/176	75/65/97/88	0	-	6.5	1860	
Fully Upgraded Total	253/270/240/240	184/275/266/266	113/98/145/132	0	-	6.5	1860	
Location	Gifted to you by Royal Sorcerer Navlaan after completing his murder spree. You must be allowed to receive his offer.							

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

Description

Chaos Hood

Hood worn by a chaos sorcerer.

The man claims to have sealed himself away, but who's ever heard of sentient magic?

It is no doubt difficult to judge the veracity of the man's words, but this hood certainly seems to possess an unusual power.

Effect: Improves casting speed.

Chaos Robe

Robe boots worn by a chaos sorcerer.

He calls himself Navlaan now.

Chaos Gloves

Gloves worn by a chaos sorcerer.

He calls himself Navlaan now.

Chaos Boots

Boots worn by a chaos sorcerer.

He calls himself Navlaan now.

Upgrades

Requires Twinkling 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:	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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