

# Desert Sorceress Top

Male & Female
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## In-Game Description

*Sorceress top from the distant land of Jugo.  
Appears to be plain, thin fabric  
but is permeated with powerful magic.*

*Desert Sorceresses have enchanting looks,  
and they use them to catch people off guard.*

*Oddly enough, even those who are perceptive  
enough to realize the ploy fall prey to their  
seductions with alarming regularity.*

## Availability

Desert Sorceress drop.

## General Information

- Part of the Desert Sorceress Set.
- Differs in appearance depending on whether your character is male or female
- Enlarges chest for female characters

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Desert Sorceress Top	45/47/43/43	42/29/35/38	16/11/29/14	0	50	2.7	-/-/-	B

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Desert Sorceress Top +0	45/47/43/43	42/29/35/38	16/11/29/14	-	-
Desert Sorceress Top +1	49/51/47/47	46/31/38/41	17/12/31/15	1x Titanite Shard	210
Desert Sorceress Top +2	53/56/51/51	50/34/41/45	19/13/34/16	1x Titanite Shard	270
Desert Sorceress Top +3	58/60/56/56	54/37/45/49	20/14/37/17	2x Titanite Shard	320
Desert Sorceress Top +4	62/65/60/60	58/40/48/52	22/15/40/19	1x Large Titanite Shard	420
Desert Sorceress Top +5	67/70/65/65	62/43/52/56	24/15/43/20	1x Large Titanite Shard	480
Desert Sorceress Top +6	71/74/69/69	66/45/55/60	25/17/46/21	2x Large Titanite Shard	530
Desert Sorceress Top +7	75/79/73/73	70/48/58/63	27/18/49/23	1x Titanite Chunk	630
Desert Sorceress Top +8	80/83/78/78	74/51/62/67	28/19/52/24	1x Titanite Chunk	690
Desert Sorceress Top +9	84/88/82/82	78/54/65/71	30/19/55/25	2x Titanite Chunk	740
Desert Sorceress Top +10	89/83/87/87	83/57/69/75	32/21/58/27	1x Titanite Slab	840

# Key

<b>Physical Defense:</b>	<p>The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type. 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>
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<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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