

Dragon Acolyte Boots

In-Game Description

Boots worn by acolytes of Aldia.

Several of the greatest minds converged in Aldia to weave strange new rituals, but rumors suggest that during the course of their work their thoughts were not their own.

These practical boots are designed to prevent the acolyte from slipping on the blood of the sacrifice.

Availability

Dragon Acolyte drop.

General Information

Part of the Dragon Acolyte Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Dragon Acolyte Boots	36/38/35/35	15/15/17/18	17/33/0/0	0	55	2.4	-/-/-	E

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Dragon Acolyte Boots +0	36/38/35/35	15/15/17/18	17/33/0/0	N/A	N/A
Dragon Acolyte Boots +1	39/41/38/38	16/16/18/19	18/36/0/0	1x Titanite Shard	170
Dragon Acolyte Boots +2	43/45/42/42	18/18/20/21	20/39/0/0	2x Titanite Shard	210
Dragon Acolyte Boots +3	47/49/45/45	19/19/22/23	22/42/0/0	3x Titanite Shard	250
Dragon Acolyte Boots +4	50/53/49/49	21/21/23/25	23/46/0/0	1x Large Titanite Shard	330
Dragon Acolyte Boots +5	54/57/53/53	22/22/25/27	25/49/0/0	2x Large Titanite Shard	370
Dragon Acolyte Boots +6	58/60/56/56	24/24/27/29	27/52/0/0	3x Large Titanite Shard	410
Dragon Acolyte Boots +7	61/64/60/60	25/25/28/31	28/56/0/0	1x Titanite Chunk	490
Dragon Acolyte Boots +8	65/68/63/63	27/27/30/33	30/59/0/0	2x Titanite Chunk	530
Dragon Acolyte Boots +9	69/72/67/67	28/28/32/35	32/62/0/0	3x Titanite Chunk	570
Dragon Acolyte Boots +10	73/76/71/71	30/30/34/37	34/66/0/0	1x Titanite Slab	650

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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