

# Dragon Sage Hood

## In-Game Description

*Hood worn by the Archmaster 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.*

*The nebulous face of the mask is designed to deflect the ire of the ritual sacrifice.*

## Availability

- Petrified Ogre drop in Aldia's Keep (rare).
- Giant Basilisk drop in Aldia's Keep (rare).

## General Information

- Part of the Dragon Sage Set.
- Increases Intelligence and Faith by one point.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Dragon Sage Hood	25/27/25/25	11/11/12/13	12/10/0/21	0	55	2.0	-/-/-	E

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Dragon Sage Hood +0	25/27/25/25	11/11/12/13	12/10/0/21	N/A	N/A
Dragon Sage Hood +1	27/29/27/27	12/12/13/14	13/10/0/23	1x Titanite Shard	170
Dragon Sage Hood +2	30/32/29/29	13/13/14/15	14/11/0/25	2x Titanite Shard	220
Dragon Sage Hood +3	32/34/32/32	14/14/15/16	15/12/0/27	3x Titanite Shard	260
Dragon Sage Hood +4	35/37/34/34	15/15/16/17	16/13/0/29	1x Large Titanite Shard	340
Dragon Sage Hood +5	37/40/37/37	15/15/18/19	17/14/0/31	2x Large Titanite Shard	380
Dragon Sage Hood +6	40/42/39/39	17/17/19/20	18/15/0/33	3x Large Titanite Shard	430
Dragon Sage Hood +7	42/45/41/41	18/18/20/21	19/16/0/35	1x Titanite Chunk	510
Dragon Sage Hood +8	45/47/44/44	19/19/21/21	20/17/0/37	2x Titanite Chunk	550
Dragon Sage Hood +9	47/50/46/46	19/19/22/23	21/18/0/39	3x Titanite Chunk	600
Dragon Sage Hood +10	50/53/49/49	21/21/24/25	23/19/0/42	1x Titanite Slab	680

## Key

### Physical Defense:

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:

- W is base Physical DEF
- X is defense vs. striking attacks
- Y is defense vs. slashing attacks
- Z is is defense vs. thrusting attacks

<p><b>Elemental Defense:</b></p>	<p>The Elemental Defense attribute dictates how resilient the piece of armor is to a certain elemental damage type. 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>
<p><b>Resistance:</b></p>	<p>The Resistance dictate how resilient the piece of armor is to status ailments. 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>
<p><b>Poise:</b></p>	<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>
<p><b>Durability:</b></p>	<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>
<p><b>Weight:</b></p>	<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>
<p><b>Attribute Requirements:</b></p>	<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. 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>
<p><b>Physical DEF Bonus:</b></p>	<p>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.</p>

Note: The mask color will change depending on the color of your character's skin. Tested on a green, black, and white character. The blue of the mask seems to blend with the skin color.

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