

# Drakeblood Armor


## In-Game Description

*Black armor of the Drakeblood Knights, who came from a land long forgotten.*

*The Drakeblood Knights, who worshiped the blood of dragons, were led by Sir Yorgh in a siege of the Eternal Sanctum, but sunk into the Sanctum when the slumbering dragon awoke.*

*The red cloth wrapped around their black armor represents the sacred blood of dragons.*

## Availability

Found on a corpse in the room below the Sanctum Inner Chamber bonfire in Dragon's Sanctum. This room is filled with empty metal chests.

## General Information

Part of the Drakeblood Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Drakeblood Armor	200/190/214/204	34/42/22/37	34/44/0/0	22	85	12.5	-/-/-	A

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Drakeblood Armor +0	200/190/214/204	34/42/22/37	34/44/0/0	-	-
Drakeblood Armor +1	204/194/219/209	35/43/23/38	35/46/0/0	1x Titanite Shard	1050
Drakeblood Armor +2	209/199/224/214	37/46/24/40	37/48/0/0	2x Titanite Shard	1320
Drakeblood Armor +3	214/204/229/219	38/47/25/42	38/50/0/0	3x Titanite Shard	1580
Drakeblood Armor +4	219/208/235/224	40/50/26/44	40/52/0/0	1x Large Titanite Shard	2100
Drakeblood Armor +5	224/213/240/229	42/52/27/46	42/55/0/0	2x Large Titanite Shard	2370
Drakeblood Armor +6	229/218/245/234	43/53/28/47	42/57/0/0	3x Large Titanite Shard	2630
Drakeblood Armor +7	234/222/251/239	45/56/29/49	45/59/0/0	1x Titanite Chunk	3150
Drakeblood Armor +8	239/227/256/244	46/57/30/51	46/61/0/0	2x Titanite Chunk	3420
Drakeblood Armor +9	244/232/261/249	48/60/31/53	48/60/0/0	3x Titanite Chunk	3680
Drakeblood Armor +10	249/237/267/255	50/62/33/55	50/66/0/0	1x Titanite Slab	4200

# Key

<b>Physical Defense:</b>	<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"><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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