

Drakekeeper Armor

In-Game Description

Giant onyx armor.

Something dark indeed eats away at the drakekeepers, eternal guardians of the shrine.

Availability

Drakekeeper drop.

General Information

Part of the Drakekeeper Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Drakekeeper Armor	167/160/176/167	22/25/20/22	27/38/0/36	40	90	15.7	-/-/-	A

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Drakekeeper Armor +0	167/160/176/167	22/25/20/22	22/33/0/31	-	-
Drakekeeper Armor +1	183/176/193/183	24/27/21/24	24/36/0/34	1x Titanite Shard	1,420

Drakekeeper Armor +2	200/192/211/200	26/29/23/26	26/39/0/37	2x Titanite Shard	1,780
Drakekeeper Armor +3	216/208/228/216	28/32/25/28	28/42/0/40	3x Titanite Shard	2,130
Drakekeeper Armor +4	233/224/246/233	30/34/29/43	30/45/0/43	1x Large Titanite Shard	2,840
Drakekeeper Armor +5	250/240/263/250	33/37/29/33	33/49/0/46	2x Large Titanite Shard	3,190
Drakekeeper Armor +6	266/256/281/266	35/39/31/35	35/52/0/49	3x Large Titanite Shard	3,550
Drakekeeper Armor +7	283/272/298/283	37/41/33/37	37/55/0/52	1x Titanite Chunk	4,260
Drakekeeper Armor +8	299/288/316/299	39/44/35/39	39/58/0/55	2x Titanite Chunk	4,610
Drakekeeper Armor +9	316/304/333/316	41/46/37/41	41/61/0/58	3x Titanite Chunk	4,970
Drakekeeper Armor +10	333/320/351/333	44/49/39/44	44/65/0/62	1x Titanite Slab	5,670

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

<p>Resistance:</p>	<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
<p>Poise:</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>Durability:</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>Weight:</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>Attribute Requirements:</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.</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
<p>Physical DEF Bonus:</p>	<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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