

Fume Sorcerer Robes

In-Game Description

Robes worn by fume sorcerers.

After the Old Iron King sunk into the lava, scores of men were dispatched to this land to tap the replete stores of iron.

But they soon lost their nerve when faced with the child of Dark, and all but the most steadfast of them became servants of the black fog.

Availability

Fume Sorcerer drop.

General Information

Part of the Fume Sorcerer Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Fume Sorcerer Robes	103/109/100/100	30/22/41/42	37/30/0/0	0	60	4.7	-/-/-	B

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Fume Sorcerer Robes +0	103/109/100/100	30/22/41/42	37/30/0/0	N/A	N/A
Fume Sorcerer Robes +1	105/111/102/102	31/23/42/44	38/31/0/0	1x Titanite Shard	360
Fume Sorcerer Robes +2	108/114/104/104	33/24/45/46	40/33/0/0	2x Titanite Shard	450
Fume Sorcerer Robes +3	110/117/107/107	34/25/47/48	42/34/0/0	3x Titanite Shard	540
Fume Sorcerer Robes +4	113/119/109/109	36/26/49/50	44/36/0/0	1x Large Titanite Shard	710
Fume Sorcerer Robes +5	115/122/112/112	37/27/51/52	46/37/0/0	2x Large Titanite Shard	800
Fume Sorcerer Robes +6	118/125/114/114	39/28/53/54	47/39/0/0	3x Large Titanite Shard	890
Fume Sorcerer Robes +7	120/127/116/116	40/29/55/56	49/40/0/0	1x Titanite Chunk	1070
Fume Sorcerer Robes +8	123/130/119/119	42/30/57/58	51/42/0/0	2x Titanite Chunk	1160
Fume Sorcerer Robes +9	125/133/121/121	43/31/58/60	53/43/0/0	3x Titanite Chunk	1250
Fume Sorcerer Robes +10	128/136/124/124	45/33/61/63	55/45/0/0	1x Titanite Slab	1420

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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