

Hexer's Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Hexer's Hood	23/25/22/22	17/25/17/17	10/9/13/12	0	55	0.9	360
	Hexer's Robes	67/72/64/64	49/73/49/49	30/26/39/35	0	55	2.6	600
	Hexer's Gloves	26/28/25/25	19/28/19/19	12/10/15/14	0	55	1.0	420
	Hexer's Boots	52/55/49/49	38/56/38/38	23/20/30/27	0	55	2.0	480
Total	168/178/160/160	123/182/123/123	75/65/92/88	0	-	6.5	1860	
Full y Up graded Total	253/270/240/240	184/275/1209	113/98/145/132	0	-	6.5	1860	
Location	Gifted by Felkin the Outcast to characters with at least 20 Intelligence and 20 Faith. Sold by Merchant Hag Melenti a if Felkin the Outcast.							

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Description

Hexer's Hood

Hood worn by a hexer.

Grants slight increase to spell uses.

Belonged to Felkin the Outcast.

Hexing appears to be an offshoot of sorcery, but its specific origins are unknown.

Effect: Increases number of casts for each spell

Hexer's Robes/Gloves/Boots

Robe/gloves/boots worn by a hexer.

Belonged to Felkin the Outcast.

Those who have a taste of dark are drawn into its vortex and rarely return.

Perhaps it appeals to something deep within the human soul.

Upgrades

Requires Twinkling Titanite.

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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