

# Hollow Skin


## In-Game Description

*A hood imitating the head of a Hollow.  
Provides curse resistance, and makes  
it easier to detect messages from other worlds.*

*Finely crafted to perfectly imitate the head  
of a Hollow, only without the abhorrent stench.  
Whoever created this was surely deeply  
respectful of those lost to hollowing.*

## Availability

Brume Tower treasure. From the Foyer bonfire, head to the main room with the moving platforms. Head left and take the elevator that is set into the wall. There is an illusory wall part way up. It will be in a metal chest behind some water urns. Video Strategy: [http://youtu.be/1Nu4\\_filqrA](http://youtu.be/1Nu4_filqrA)

## General Information

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Hollow Skin	2/2/2/2	1/1/1/1	1/1/1/1000	0	50	1.5	-/-/-/-	D

## Notes

- Wearing this item adds a permanent Guidance effect, which shows developer messages like "Search your surroundings".

- Just like the Black Witch Veil, having a very high Curse resistance effectively makes the player immune to Curse.
- Wearing this does **not** prevent you from taking damage from Nashandra's Curse Orbs.

# Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Hollow Skin +0	2/2/2/2	1/1/1/1	1/1/1/1000	-	-
Hollow Skin +1	3/3/3/3	1/1/1/1	1/1/1/1000	1x Titanite Shard	100
Hollow Skin +2	4/4/4/4	1/1/1/1	1/1/1/1000	1x Titanite Shard	130
Hollow Skin +3	5/5/5/5	1/1/1/1	1/1/1/1000	2x Titanite Shard	150
Hollow Skin +4	6/6/6/6	2/2/2/2	2/2/2/1000	1x Large Titanite Shard	200
Hollow Skin +5	7/7/7/7	2/2/2/2	2/2/2/1000	1x Large Titanite Shard	230
Hollow Skin +6	8/8/8/8	2/2/2/2	2/2/2/1000	2x Large Titanite Shard	250
Hollow Skin +7	9/9/9/9	3/3/3/3	3/3/3/1000	1x Titanite Chunk	300
Hollow Skin +8	10/10/10/10	3/3/3/3	3/3/3/1000	1x Titanite Chunk	330
Hollow Skin +9	11/11/11/11	3/3/3/3	3/3/3/1000	2x Titanite Chunk	350
Hollow Skin +10	13/13/13/13	4/4/4/4	4/4/4/1000	1x Titanite Slab	400

# 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>
--------------------------	---

<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>

Revision #1

Created 17 December 2024 07:24:39 by jade

Updated 17 December 2024 07:24:39 by jade