

Nahr Alma Hood

In-Game Description

*Hood worn by servants of Nahr Alma,
god of blood.
Increases souls acquired for each kill.
Belonged to Titchy Gren.*

*Those who profess faith in Nahr Alma
Have rejected all that is this world,
And now vow to travel a path stained with blood..*

Effect: Increases number of Souls acquired

Availability

- Gift from Titchy Gren after reaching Rank 3 in the Brotherhood of Blood covenant.
- Titchy Gren drop.

General Info

- Part of the Nahr Alma Set.
- Increases souls gained by 2.5%.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Nahr Alma Hood	19/20/19/19	11/9/10/19	9/9/12/12	0	50	1.5	-/-/-	E

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Nahr Alma Hood +0	19/20/19/19	11/9/10/19	9/9/12/12	N/A	N/A
Nahr Alma Hood +1	20/22/20/20	12/9/11/20	10/10/12/12	1x Titanite Shard	170
Nahr Alma Hood +2	22/24/22/22	13/10/12/22	11/11/14/14	2x Titanite Shard	220
Nahr Alma Hood +3	24/26/24/24	14/11/13/24	12/12/15/15	3x Titanite Shard	260
Nahr Alma Hood +4	26/28/26/26	15/12/14/26	13/13/17/17	1x Large Titanite Shard	340
Nahr Alma Hood +5	28/30/28/28	15/13/15/28	14/14/18/18	2x Large Titanite Shard	380
Nahr Alma Hood +6	30/32/29/29	17/14/16/30	15/15/19/19	3x Large Titanite Shard	430
Nahr Alma Hood +7	32/34/31/31	18/15/17/32	15/15/21/21	1x Titanite Chunk	510
Nahr Alma Hood +8	34/36/33/33	19/16/18/34	17/17/22/22	2x Titanite Chunk	550
Nahr Alma Hood +9	36/38/35/35	19/17/19/36	18/18/23/23	3x Titanite Chunk	600
Nahr Alma Hood +10	38/41/37/37	21/18/20/38	19/19/25/25	1x Titanite Slab	680

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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