

# Nahr Alma Set





Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Nahr Alma Hood	19/20/19/19	11/9/10/19	9/9/12/12	0	50	1.5	400
	Nahr Alma Robes	44/47/43/43	25/21/23/44	22/22/29/29	0	50	3.5	500
Total	63/67/62/62	36/30/33/33	31/31/41/41	0	-	5	900	
Full Upgrade Total	Phy def/strike/slash/thrust	Mdef/fire/lightning/dark	poison/bleed/petrify/curse	Poise	durability	weight	soul selling	
Location	Talk to Titchy Gren after reaching Rank 3 of the Brother hood of Blood Covenant. Alternatively, kill Gren and he will drop the hood while the rob							

+ show full armor image - hide + show description - hide description

## Description

### Nahr Alma Hood

*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*

### Nahr Alma Robes

*Robe 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*

# Upgrades

Requires Titanite.

## Notes

- This set increases the number of souls acquired by the following amount; Hood (2.5%) and Robes (10%).

## 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>	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.
<b>Attribute Requirements:</b>	Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements. The required attributes are W / X / Y / Z: <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>	The influence of the character's Physical DEF stat on the effectiveness of armor worn. The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.

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