

Tseldora Robe

In-Game Description

*Robe worn by settlers of Tseldora.
Rather fancy but with low defense
and unfit for battle.*

*Tseldora flourished with the discovery of
brightstone, deep under the settlement.
But with this prosperity came greed in equal
measure, and the people were ever in search of
that which they lacked.*

Effect: Increases number of Souls acquired

Availability

- Parasitized Undead drop.
- Maughlin the Armourer drop.

General Information

- Part of the Tseldora Set.
- Increases souls gained by 5%.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Tseldora Robe	22/24/21/21	10/11/13/9	10/11/0/0	0	40	3.0	-/-/-	B

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Tseldora Robe +0	22/24/21/21	10/11/13/9	10/11/0/0	-	-
Tseldora Robe +1	24/26/23/23	11/12/14/10	11/12/0/0	1x Titanite Shard	230
Tseldora Robe +2	26/28/25/25	12/13/15/11	12/13/0/0	2x Titanite Shard	280
Tseldora Robe +3	28/31/27/27	13/14/16/12	13/14/0/0	3x Titanite Shard	340
Tseldora Robe +4	30/33/29/29	14/15/18/13	14/15/0/0	1x Large Titanite Shard	450
Tseldora Robe +5	33/36/31/31	15/15/19/14	15/15/0/0	2x Large Titanite Shard	510
Tseldora Robe +6	35/38/33/33	16/17/20/15	16/17/0/0	3x Large Titanite Shard	560
Tseldora Robe +7	37/40/35/35	17/18/22/15	17/18/0/0	1x Titanite Chunk	670
Tseldora Robe +8	39/43/37/37	18/19/23/17	18/19/0/0	2x Titanite Chunk	730
Tseldora Robe +9	41/45/39/39	19/19/24/18	19/19/0/0	3x Titanite Chunk	790
Tseldora Robe +10	44/48/42/42	20/21/26/19	20/21/0/0	1x Titanite Slab	900

Key

Physical Defense:

The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type.

The physical stats for a piece of armor are W / X / Y / Z:

- W is base Physical DEF
- X is defense vs. striking attacks
- Y is defense vs. slashing attacks
- Z is is defense vs. thrusting attacks

<p>Elemental Defense:</p>	<p>The Elemental Defense attribute dictates how resilient the piece of armor is to a certain elemental damage type. 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
<p>Resistance:</p>	<p>The Resistance dictate how resilient the piece of armor is to status ailments. 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
<p>Poise:</p>	<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>
<p>Durability:</p>	<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>
<p>Weight:</p>	<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>
<p>Attribute Requirements:</p>	<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. 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
<p>Physical DEF Bonus:</p>	<p>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.</p>

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