

Curse Resist

In-Game Description

Resistance to the Hollowing curse. HP is reduced as Hollowing increases in severity.

Use

Increases defense against Curse buildup. Scales with Attunement and Adaptability.

- Every fourth Attunement will increase Curse Resistance one tick, three out of four Adaptability will increase Curse Resistance one tick.
- Start with 0 Curse Resistance and gain 6 Curse Resistance per tick between 1 and 10 ticks, total 60 Curse Resistance at 10 tricks.
- Between 11 and 20 ticks you gain 8 Curse Resistance per tick, total 140 Curse Resistance at 20 ticks.
- Between 21 and 60 ticks you gain one Curse Resistance per tick, total 180 Curse Resistance at 60 ticks.
- Between 61 and 99 ticks you gain one Curse Resistance every other tick for a total of of 200 Curse Resistance at 99 Vigor and 99 Adaptability.
- Having 1000 or more Curse Resist makes the player immune to all curse attacks (except for Nashandra's Curse Orbs).

Ways to increase Curse Resistance

Weapons

| Method | Increase |
|------------------------|----------|
| Yorgh's Spear +0 to +5 | 70 |

Armor

| Method | Increase |
|--------|----------|
|--------|----------|

| | |
|--------------------------|------|
| Black Witch Veil +0 to+5 | 1000 |
| Hollow Skin +0 to +5 | 1000 |
| Xanthous Crown +5 | 125 |
| Agdayne's Black Robe +5 | 98 |
| Lion Warrior Cuffs +10 | 70 |
| Blood-Stained Skirt +10 | 77 |

Rings

| Method | Increase |
|-----------------------|----------|
| Cursebite Ring | 400 |
| Ring of Resistance | 120 |
| Ring of Resistance +1 | 200 |

Spells

| Method | Increase |
|--------------|----------|
| Iron Flesh | 200 |
| Perseverance | 300 |

Stats

| Method | Increase |
|--------------|----------------|
| Adaptability | See note above |
| Attunement | See note above |

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