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## Ds3 starting stats

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Armor is an important part of Dark Souls and Dark Souls Remastered, as its many resistances and the weight will determine how effective combat you are. This page presents the numerous armor sets in the game, as well as their statistics and the way it can be obtained. Please see this page for a guide on choosing the best armor for your character. Armor is also a cosmetic choice, and individual pieces can be mixed and combined to create an optimized configuration, from a defensive and fashion perspective. Armor can be updated. To view individual armor pieces please see Helms pages, Chest Armor, Gauntlets and Leggings. Armor in Dark Souls Armor by Weight About The Categories Armor is grouped into Light, Medium and Heavy Armor based on a resistance level of 40 (Burden = 80) As this seems to be the level a lot of players aim to capture their resistance A (respects the Stamina cap of 160). This will definitely change as meta-game changes and the page should be changed accordingly. Note: These numbers do not take into account weapons / shields / bows / etc. The light, medium and heavy always will depend on your crew load condition. The groups are based on the following numbers (which correspond to the movement / roll speed for that Equip Burden range): heavy set = 40.1 - 80 medium set = 20.1 - 40 sets of lights = 0 - 20 updates for armor The following table shows The calculation for physical defense, magical and resistance. Regular Armor updates Damage reduction (%) Adjustment level resistance Adjust x 1.0 x 1.0 x 1.0 x 1.0  $\bar{A}$ - 1.0 Regular armor +1 x 1.1 x 1.1 x 1.1 x 1.1  $\bar{A}$ - 1.1  $\bar{A}$ - 1.0 Regular armor +2 x 1.2 x 1.2 x 1.2 x 1.2  $\bar{A}$ - 1.0 Regular armor +3 x 1.3 x 1.3 x 1.3  $\bar{A}$ - 1.0 Adjust +4 x 1.43 x 1.43 x 1.43 x 1.43  $\bar{A}$ - 1.05 x 1.25 x 1, 1 x 1.1 x 1.1 Special arm x 1.25 x 1.1 x 1.25 x 1.1 x 1.25 Remastered are a type of Magic and can be launched only if the player has an equipped catalyst. The sorceries can be launched by the player at any time and each requires a specific number of a tool slot. All witches have a necessary amount of intelligence that must be satisfied to use, with the highest is 50 and the lowest is 10. This forces players to make difficult choices with their stats, like players opting for Use high-level sorceries will have fewer points to spend Strength, Dexterity or Endurance, limiting their effectiveness in fighting melee. Catalysts also affect the damage or effectiveness of witches depending on how smart you are. For this reason, players who wish to optimize their use of witchcraft should look for themselves which Catalyst to use for their construction. More information can be found here: Intelligence and Faith Catalyst Magical Adjustment Values Dark Souls streries There are 3 pieces of equipment that are known to increase the damage of the spell. (patch 1.05) (combined bonus rings with: Crown of Dusk = +40%, Crown of the Dark Sun = 30% for witchcraft) Icon uses Slot Description acquired from Soul Type Arrow 30 1 10 Fire a magic bullet. Excellent starting spell that does very good damage against most enemies in the initial game areas. Griggs of Vinheim 1,000 souls Big Hat Logan 1,000 souls Blacksmith Rickert of Vinheim 2000 souls Ranged Magic Attack Great Soul Arrow 20 1 14 Stronger soul arrow, same time cast soul arrow, fewer uses. Vinheim Griggs 6,000 Souls Big Hat Logan 6,000 Souls Ranged Magic Attack Heavy Soul Arrow 12 1 12 Stronger than a greater Soul Arrow, longer casting time. Griggs of Vinheim 2000 souls Big Hat Logan 2,000 souls Blacksmith Rickert of Vinheim 4,000 souls Gammato Attack Wizard Great Heavy Souls Arrow 8 1 16 Stronger than the heavy soul arrow, fewer uses. It has a slow cast time, but treats a huge amount of damage, even against the bosses. Vinheim Griggs 8,000 Anime Big Hat Logan 8,000 Anime Ranged Magic Attack Homing Soulmass 10 1 18 Multiple Fires, homing magic bullets. It can be successfully launched without an initial "block." Multiple soul arrows will pop over the player. Each individual soul arrow will look for the nearest target, in the direction the player is facing, when in range. Since the spell can be cast early, it has a unique advantage as, if the time correctly, it can be cast in sync with other attacks. Big Hat Logan 20,000 souls Vinheim Griggs 20,000 souls Ranged Magic Attack Homing Crystal Soulmass 10 1 24 Multiple fires, overflowing crystal bullets. It can be successfully launched without an initial "block." Multiple crystal arrows will rise above the player. Each individual soul arrow will look for the nearest target, in the direction the player is facing, when in range. Big Hat Logan 30,000 Souls Gamma Magic Attack Soul Spear 4 1 36 Throw soul piercing fire. Big Hat Logan 40,000 souls Vinheim Griggs 40,000 souls Ranged Magic Attack Crystal Soul Spear 4 1 44 Fire an even more powerful attack and ranged piercing. Big Logan Hat 50,000 souls Magic Attack White Attack Breathing 20 1 50 A straight line of crystals comes out of the ground in front of you, firing at Your target. An advantage of this spell is that it will eliminate large groups of enemies if they are aligned one after the other. It has a medium cast time, but once it turns on, you will remove anything in your journey. 20 jets make this a great high level level for the arrow of the soul at high levels, as it is not that useful on most bosses. Big Hat Logan (drop) Remote Magic Attack Magic Weapon 5 1 10 Upgrade the right weapon. The weapon must be standard, crystalline or crude. Some Dragon and Unique Weapons can be enchanted too. Add 0.8x your Magic Adjustment (NOT Intelligence) statistics magic damage to your weapon. Griggs of Vinheim 3,000 souls Big Hat Logan 3,000 souls Weapon Buff Big Magic Weapon 3 1 15 Upgrade the right weapon. The weapon must be standard, crystalline or crude. Some Dragon and Unique Weapons can be enchanted too. Adds 1.1 times your Magic Adjustment (NOT Intelligence) status magic damage to your weapon. Cut chandelier on the runway and collect in front of the world's entrance painted in Anor London Weapon Buff Crystal Magic Weapon 3 1 25 Upgrade and crystallize right weapon. The weapon must be standard, crystalline or crude. Some Dragon and Unique Weapons can be enchanted too. Add 1.4x your Magic Adjustment (NOT Intelligence) stats as magic damage to your weapon. Big Hat Logan 20,000 Souls Weapon Buff Magic Shield 5 1 10 Strengthen the equipped shield or weapon able to lock in the left hand with magic. It works on all types of shields (even univocal or upgraded to any path) and on all weapons capable of locking on the left (even univocal or upgraded to any path). Halves the resistance used to deflect the shot (on shields only) and improves the magic strength of the weapon or shield by 30% (up to 90%). It lasts 15 seconds, 5 throws. Griggs of Vinheim 3,000 souls Big Hat Logan 3,000 souls Support Defense (Buff) Strong Magic Shield 3 1 15 Strengthen the shield or equipped weapon capable of locking in your left hand with a stronger magic effect. It works on all types of shields (even univocal or upgraded to any path) and on all weapons capable of locking on the left (even univocal or upgraded to any path). Significantly reduces the resistance used to deflect a shot (on shields only) and improves all shield or enchanted weapon resistances to 100%. It lasts 15 seconds, 3 throws. Box in the Duke's Archives Defense Support (Buff) Aural Decoy 20 1 10 Attract enemies far away by creating a sound from the distance. Griggs of Vinheim 1,000 souls Support Defense Silence 6 1 15 Mask all sounds of caster. The fortress of Sen (Treasure) Griggs of Vinheim (Drop) Support Defense (Buff) Fall Control 10 1 15 Reduces damage and fall noise. However, terminal falls will kill you even with this asset. Griggs of Vinheim 1,500 Souls Defense Support (Buff) Hidden Weapon 3 1 14 Makes your right weapon invisible. The weapon must be standard, crystalline or crude. Some Dragon and Unique Weapons can be enchanted too. Twilight of Oolacil 2,000 Souls Support (Weapon Buff) Hidden Body 3 1 1 It masks your presence, making detection more difficult. Twilight of Oolacile 2,000 souls Support (Buff) Repair 1 1 14 Repair weapons and armor Twilight of Oolacile 10,000 souls Support Lancia Light 3 1 14 It launches a bright light on the surrounding environment and lasts 5 minutes. In particular: for the Tomb of the Giants Kreppel of Oolacile 1,000 Souls Support Camaleonte 11 1 14 Turns the caster into an inanimate object. Generally, the object you become is something common to the area where you are. It could be a pot, or a box, etc. You have to use a certain strategy, and the most effective is to place yourself in a cluster of similar objects. Once thrown, you can move slowly and position yourself. If you do it well, an enemy will pass by you and he will never know you're there. It is impossible to perform during use, any other action stops the effect. Oolacile Twilight 3,000 Souls Support Remedy 4 1 16 Removes the accumulation of poison/toxic/blood and cures the state of poison/toxicity. Blighttown Support Resist Curse 4 1 16 Removes curse buildup. Ingward 5,000 Souls Support Dark Orb 12 1 16 After a short charge, shoot a big shot at your target. Found in the town of Oolacile. (Only AotA) Ranged Magic Attack Dark Bead 6 1 16 Shoots a large amount of small dark spheres that disperse outward, very fast launch times. Excellent against big bosses. Found on a corpse behind an Oolacile sorcerer in the depths of the abyss. (Only AotA) Magical Attack Ranged Dark Fog 2 1 18 It creates a fog that inflicts poison. The fog is created in the position of the blocked target. Found in Oolacile Township (Only AotA) AoE At witchcraft hunters at distance 3 2 32 Dark soul mass moving slowly, fires and houses on the target when it is at hand. Slower movement than the mass of the homing soul but has much better homing capabilities. Exchange the soul of Manus with Snuggly. (Only AotA) Magic Ranged Attack

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