

Alonne Captain Armor

In-Game Description

Armor worn by the captain of the Alonne Knights.

The accoutrements of the Alonne Knights, who served the Old Iron King, were created with an advanced casting technique. They remain solid, and handsomely crafted.

The design is styled after the armor worn by an unusual knight who trained the Iron King's men in the sword. He was said to have deserted his liege after bearing witness to his descent into depravity.

Availability

Alonne Knight Captain drop.

General Information

- Part of the Alonne Captain Set.
- High resistance to Fire.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Alonne Captain Armor	162/153/171/162	34/53/23/34	17/38/0/0	38	90	15.6	-/-/-	A

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Alonne Captain Armor +0	162/153/171/162	34/53/23/34	17/38/0/0	-	-
Alonne Captain Armor +1	178/168/188/178	37/58/25/37	18/41/0/0	1 Titanite Shard	1420
Alonne Captain Armor +2	194/183/205/194	40/63/27/40	20/45/0/0	2 Titanite Shard	1780
Alonne Captain Armor +3	210/198/222/210	44/68/29/44	22/49/0/0	3 Titanite Shard	2130
Alonne Captain Armor +4	226/213/239/226	47/74/31/47	23/52/0/0	1 Large Titanite Shard	2840
Alonne Captain Armor +5	243/229/257/243	51/79/34/51	25/56/0/0	2 Large Titanite Shard	3190
Alonne Captain Armor +6	259/244/274/259	54/84/36/54	27/60/0/0	3 Large Titanite Shard	3550
Alonne Captain Armor +7	275/259/291/275	57/90/38/57	28/63/0/0	1 Titanite Chunk	4260
Alonne Captain Armor +8	291/274/308/291	61/95/40/61	30/67/0/0	2 Titanite Chunk	4610
Alonne Captain Armor +9	307/289/325/307	64/100/42/64	32/71/0/0	3 Titanite Chunk	4970
Alonne Captain Armor +10	324/305/343/324	68/106/45/68	34/75/0/0	1 Titanite Slab	5670

Key

Physical Defense:	<p>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:</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>

Revision #1

Created 17 December 2024 07:14:48 by jade

Updated 17 December 2024 07:14:48 by jade