

Alonne Captain Set

Description

Alonne Captain Helm

“ Helmet 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.

Alonne Captain Armor

“ 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.

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Alonne Captain Helm	34/37/33/33	19/19/19/19	21/16/0/0	12	90	5.1	800
	Alonne Captain Armor	162/153/171/162	34/53/23/34	17/38/0/0	38	90	15.6	800
Total	196/190/204/195	53/72/42/53	38/54/0/0	50	-	20.7	1600	
Fully Upgraded Total	430/405/455/430	90/140/60/90	45/100/0/0	50	-	20.7	1600	
Location	Alonne Knight Captain drop in Iron Keep and Drangleic Castle.							

Alonne Captain Armor & Alonne knight Gauntlets/ Leggings	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
Total	366/352/384/365	80/119/62/80	48/86/0/0	87	-	37.2	2600
Fully Upgraded Total	769/728/813/769	142/233/99/142	65/162/0/0	87	-	37.2	2600

Notes

- This set does not have its own gloves or boots. They're meant to accompany the standard knight gauntlets and greaves.
- The enormous pauldrons bear the same "dueling drakes" design as seen on the Drangleic Shield.

Key

<p>Physical Defense:</p>	<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
<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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