

Alva Armor

In-Game Description

*Armor worn by Alva the Wayfarer.
Light but offers very high defense.*

*Alva crossed many a land in search
of a cure for Saint Serreta's sickness,
but failed and relinquished his knighthood.*

*Alva was once wracked with guilt and remorse,
but rediscovered his purpose in life with the
aid of the witch who once
plotted against him.*

Availability

Sold by Maughlin the Armourer after you have spent at least 15,000 souls at his shop.

General Information

Part of the Alva Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Alva Armor	89/85/92/88	25/27/19/26	26/35/0/0	15	80	8.8	-/-/-	A

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Alva Armor +0	89/85/92/88	25/27/19/26	26/35/0/0	-	-
Alva Armor +1	98/93/101/96	27/29/20/28	28/38/0/0	1x Titanite Shard	1050
Alva Armor +2	107/102/110/105	29/32/22/31	31/41/0/0	2x Titanite Shard	1320
Alva Armor +3	116/110/119/114	32/35/24/34	34/45/0/0	3x Titanite Shard	1580
Alva Armor +4	125/119/129/123	34/37/26/36	36/48/0/0	1x Large Titanite Shard	2100
Alva Armor +5	134/127/138/132	37/40/28/39	39/52/0/0	2x Large Titanite Shard	2370
Alva Armor +6	143/136/147/140	39/43/29/42	42/55/0/0	3x Large Titanite Shard	2630
Alva Armor +7	152/144/157/149	41/45/31/44	44/58/0/0	1x Titanite Chunk	3150
Alva Armor +8	161/153/166/158	44/48/33/47	47/62/0/0	2x Titanite Chunk	3420
Alva Armor +9	170/161/175/167	46/51/35/50	50/65/0/0	3x Titanite Chunk	3680
Alva Armor +10	179/170/185/176	49/54/37/53	53/69/0/0	1x Titanite Slab	4200

Key

Physical Defense:	<p>The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type.</p> <p>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>

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