

# Alva Set





Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Alva Helm	38/36/39/37	10/11/8/11	11/15/0/0	6	80	3.7	520
	Alva Armor	89/85/92/88	25/27/19/26	26/35/0/0	15	80	8.8	800
	Alva Gauntlets	29/28/30/29	8/9/6/9	9/11/0/0	4	80	2.9	600
	Alva Leggings	53/50/55/52	15/16/11/16	16/20/0/0	9	80	5.2	710
Total	209/199/216/206	58/63/44/62	62/81/0/0	34	-	20.6	2630	
Full Upgrade Total	419/404/433/412	115/127/87/123	123/162/0/0	34	-	20.6	2630	
Location	Sold by Maughlin the Armorer after you have spent at least 15,000 souls on his shop.							

- + show full armor image - hide
- + show description - hide description

## Description

### Alva Helm

*Helm 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.*

### Alva Armor

*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.*

### Alva Gauntlets

*Gauntlets 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.*

### Alva Leggings

*Leggings 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.*

# Upgrades

Requires Titanite.

## Key

<b>Physical Defense:</b>	<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"><li>• W is base Physical DEF</li><li>• X is defense vs. striking attacks</li><li>• Y is defense vs. slashing attacks</li><li>• Z is is defense vs. thrusting attacks</li></ul>
<b>Elemental Defense:</b>	<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"><li>• W is defense vs. magic attacks</li><li>• X is defense vs. fire attacks</li><li>• Y is defense vs. lightning attacks</li><li>• Z is defense vs. dark attacks</li></ul>
<b>Resistance:</b>	<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"><li>• W is resistance vs. poison</li><li>• X is resistance vs. bleed</li><li>• Y is resistance vs. petrification</li><li>• Z is resistance vs. Hollowing curse</li></ul>
<b>Poise:</b>	<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>
<b>Durability:</b>	<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>
<b>Weight:</b>	<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>

<b>Attribute Requirements:</b>	<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"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul>
<b>Physical DEF Bonus:</b>	<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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